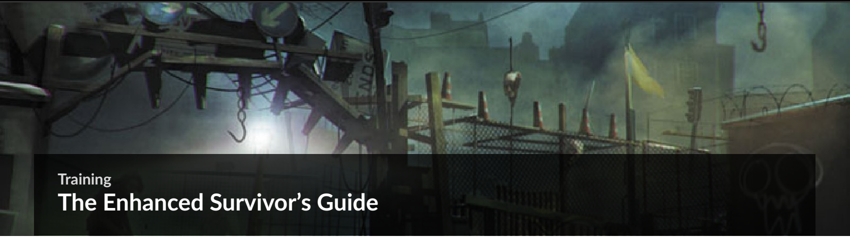


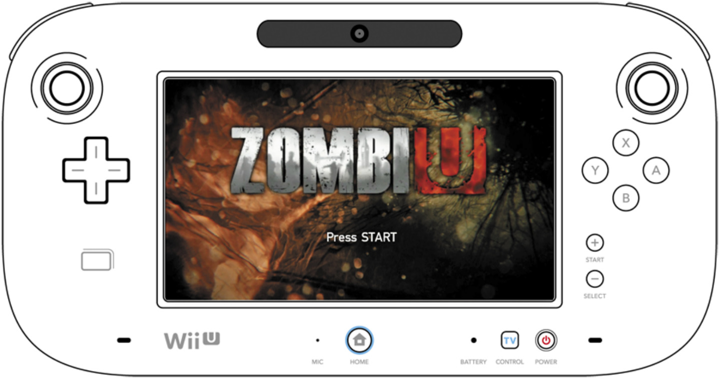
Training

The Enhanced Survivor’s Guide

The basics of surviving the Blight that has transformed London into a derelict wasteland of burning buildings, shambling locals, and escalating, wanton violence—even worse than Deptford on a Saturday night prior to the outbreak—are covered in an onscreen manual you can flip through as part of your Prepper Pad. This chapter seeks to enhance the information contained on that Pad—which is displayed in italics—along with an introduction to the atrocities you’ll have to witness (and commit) in the name of survival.

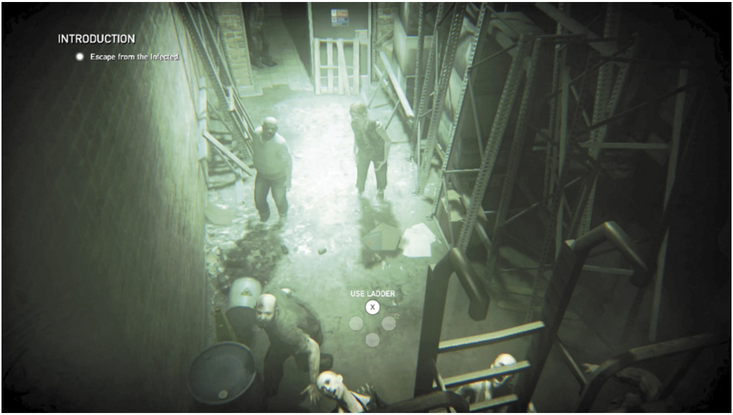
CONTROLS

CONTROLS // HOW TO SURVIVE



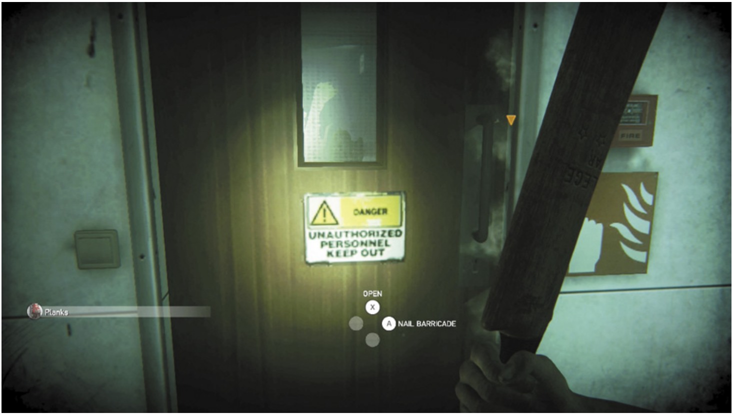
In order to keep from becoming zombie food, it’s important to competently control your Survivor. Learning what each of the buttons on your GamePad (known as the Prepper Pad) does is of paramount importance. Here’s what to remember:

X Primary Interaction



This is your main contextual button. You use this all the time: when you're trying to open or close a door, loot a corpse, save your progress, cross over an obstacle, duck into a duct, or climb a ladder. When the onscreen prompt displays, press this button if you want to complete the associated maneuver.

Ⓐ Secondary Interaction

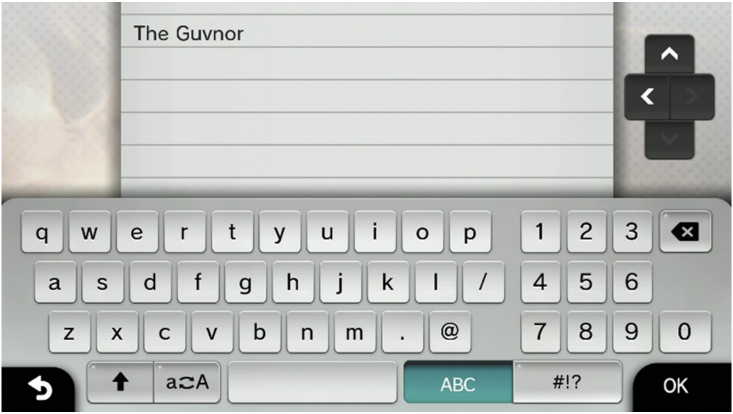


This is your infrequent contextual button. You use this occasionally: when you're trying to hammer planks of wood on a door to make a barricade or to take them off so you can open a barricaded door. Attempt this when the onscreen prompt appears.

Ⓨ Reload

This reloads the weapon you're currently carrying. It automatically appears when your weapon has one or no bullets, shells, or arrows left. Unlike the other three contextual buttons, you can reload at any time—indeed, it is encouraged!

Ⓑ Write Message



The Guvnor

This brings up a keyboard on your GamePad, allowing you to write messages to other Survivors who are journeying around their versions of London. You won't ever interact with these people (unless they die and appear as Infected!), and this button doesn't have an effect if you're not online; however, when you have friends playing this game, you can use the spray can.

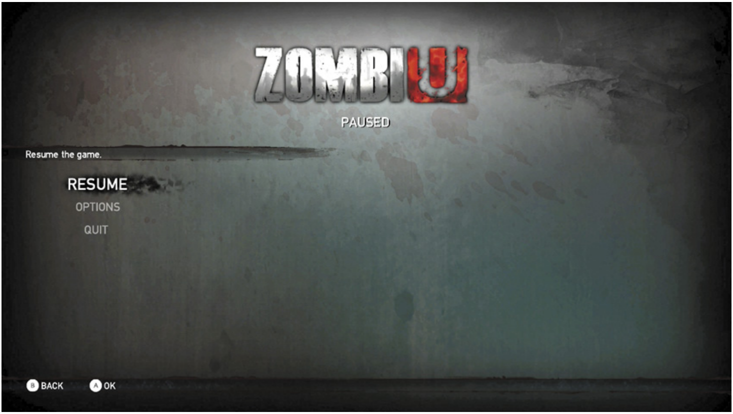
Move Run

Obviously this is exceptionally important, as moving allows you to head forward, backward, and strafe from side to side. Learn the "sway" of your movements, how easy it is to turn corners, and to go into the Controller options if you want to make this or your Look functionality more or less sensitive. Press down to Run, which is imperative during many chaotic situations; depress when you slow down and run out of breath, and then press again. Run when you need to remove yourself from danger or cover ground quickly.

Look

This enables you to look up, down, and all around. Look allows you to aim at a foe, getting their head in your crosshairs, and allows you to check your surroundings for incoming foes, routes to take, items, or other important scenic objectives. Remember you can access the Controller options if you want to make Look more or less sensitive or invert your Look (i.e., pressing up on Ⓡ makes you look down instead of up).

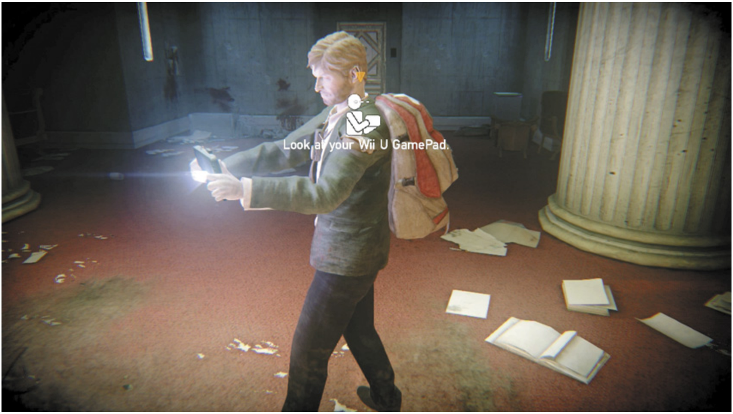
⊕ Pause ⊖ Display Objectives



Resume the game.

If you need to stop the action and take a breather, hit the Pause button. If you want to display the current objectives, hit the associated button. Objectives are also listed if you use the Prepper Pad's menu.

L Use Scanner



Look at your Wii U GamePad.

You aren't initially told about this function, but this is available immediately upon taking the Prepper Pad. You stand and turn, using the Pad's screen to check for items of interest. You're prone to attack at this time, so press this button only when you're not close to Infected attackers.

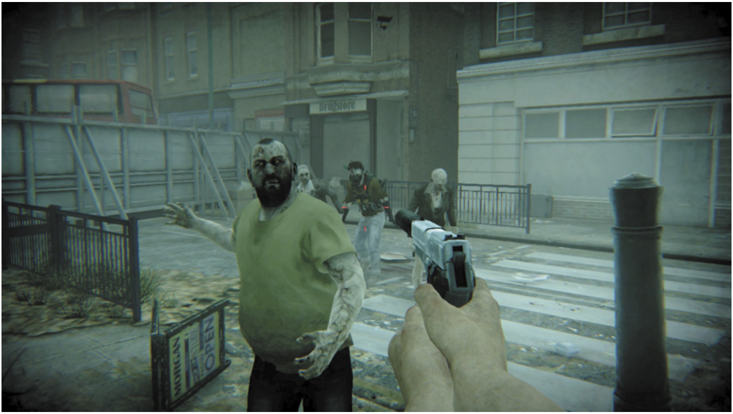
R Quick Turn

THE QUEENS CROWN
TAXI
KAM120L

TO LET
POLICE

Press this and you spin 180 degrees to face the opposite direction. Some Survivors never use this function, while others find it most useful, such as if you are attacked from behind and need to react faster than turning and looking normally.

ZL Aim



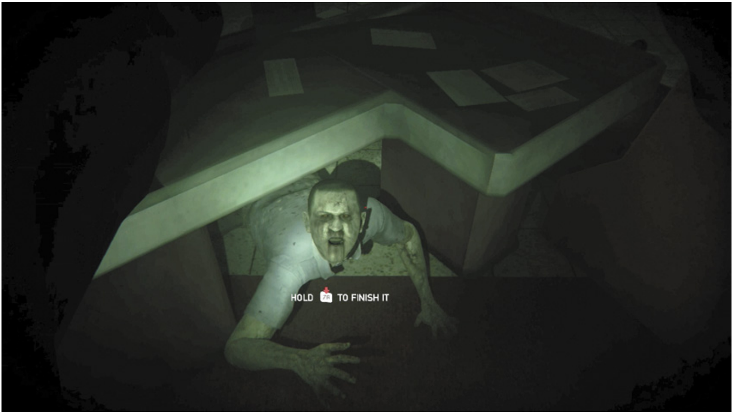
This makes you bring out your ranged weapon in an aggressive stance, ready to fire. Use this to move your target into position or to gauge a throw, before the actual firing commences. Learn to hit this, then Push Back/Inject Virucide ZR in quick succession to start firing.

ZR Push Back/Inject Virucide

If you only press this button (i.e., you don't hold both ZR and this together), you can shove an enemy backward. This is helpful if you need to clear a path and combat is taking too long. To escape multiple clutches, you can quickly shove in a semicircle before fleeing the scene. Shove just before you're grabbed, too, although this doesn't always save you.

When you find the Virucide needle, you can quickly jam it into the neck of any Infected who's grabbed you, effectively saving your life—the Infected falls backward and expires. This essentially gives you an extra "life" later into your exploration. The needle can be refilled.

ZR Execute (Enemy on Ground)



If you encounter a crawling Infected, an Infected "playing possum" that wakes up but is still on the ground, or an Infected you've pushed to the ground, execute them when prompted. If you're carrying a cricket bat, you bludgeon the foe's head off. If you're unarmed or carrying a firearm, you stomp on the enemy's head until it collapses. Messy.

L R Shoot/Hit/Throw

POLICE
POLICE

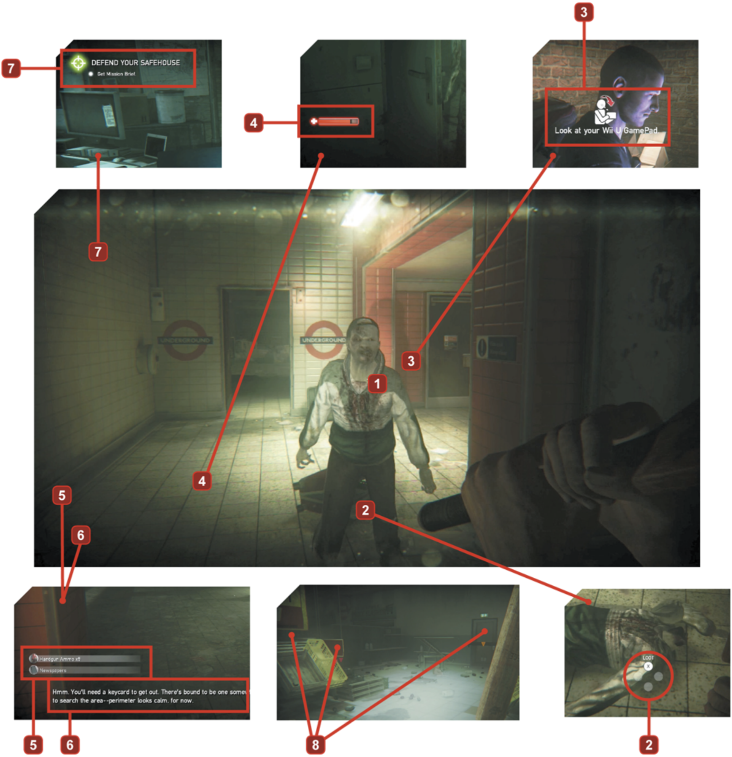
Lovely Pets
POLICE

Depending on the armament you're carrying, you'll Shoot it (with a pistol or other firearm), Hit with it (with a cricket bat), or Throw it (with a projectile, such as a flare or grenade). Get used to pressing both buttons. This attack is the only way you'll thwart the undead!

INFORMATION // HEADS-UP DISPLAYS

While you're frantically escaping the clutches of the unwell, information will flash on your screen and on your Prepper Pad. The following information is contained within the heads-up display, which appears from time to time:

THE MAIN SCREEN

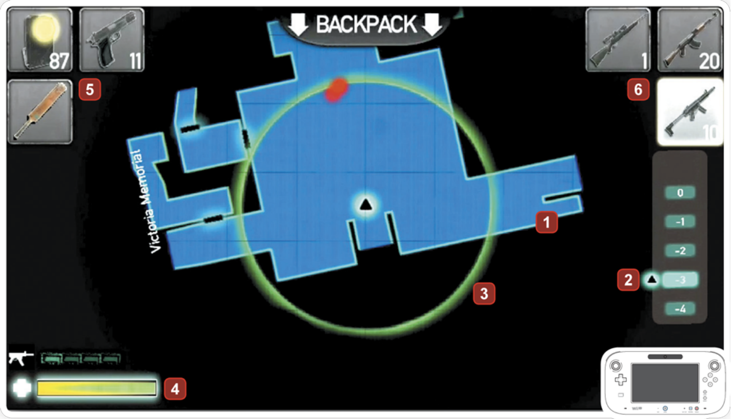


Hmm. You'll need a keycard to get out. There's bound to be one somew
to search the area--perimeter looks calm, for now.

This is an example of a usual encounter during your survival stay in London:

- [1] Crosshairs: This small white dot is your crosshairs. Line up shots using this, and turn this off and on in the Options.
- [2] Context-Sensitive Buttons: When you're about to interact with something, the context-sensitive buttons will display.
- [3] GamePad Activities: When you're using your Prepper Pad, this message appears. Look at your Pad, but keep an eye open for incoming Infected on your main screen.
- [4] Health: This appears briefly when you're wounded, showing your current health level. The closer to empty, the closer to death (by being grabbed and eaten) you are.
- [5] Items: Whenever you pick up an item, it is briefly displayed here, so you know what you've taken.
- [6] Subtitles: If you've chosen the Option allowing subtitles, these are shown here whenever anyone speaks.
- [7] Mission and Objectives: The name of the mission and your current objective appear here. This is shown after you finish sleeping and every time the mission and/or objective updates.
- [8] Flagged Information: When you use your Prepper Pad to scan an area, markers are shown indicating doors (in orange), items (in green), and enemies (in red).

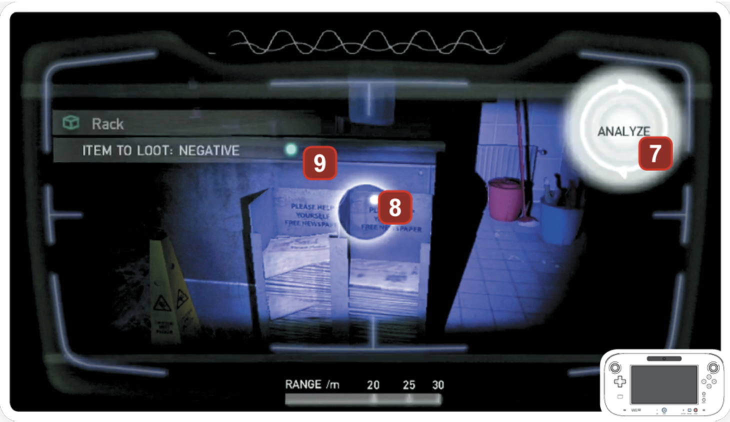
THE PREPPER PAD SCREENS



[1] This is the usual screen you see when you look down at your Prepper Pad. It contains the following information:

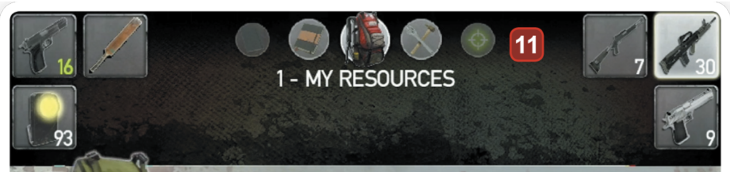
- Smart Map: This appears only after you scan and hack the CCTV Junction Box for the location you're in. Some locations have more than one box, and these are usually well hidden.
- [2] Floor: This shows the level of the location you're standing on—basically how high into the air or how low into the ground the location goes, and where you are relative to the other levels.
- [3]Radar: Manually tap this until you receive the necessary Pad upgrade. It provides a reading of your immediate area. Living creatures (aside from those on the ground) are shown in red. These include Infected, rats, and ravens. Don't confuse your readouts; occasionally a flock of birds may appear to be a horde of zombies! But usually, the danger is extremely real....
- [4]Health: This appears continuously and updates every time you're wounded or you heal. The closer to empty, the closer to death (by being grabbed and eaten) you are.

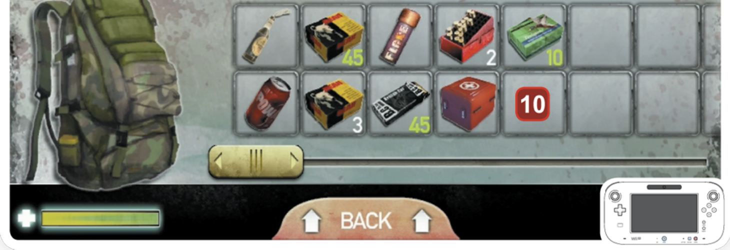
- [5] [6]Item Cluster or Holster (Left and Right): These show the items you have instant access to (by tapping the slot to use or bring up the item). It's important to place items you use constantly here and not waste the slots with unnecessary clutter.



This is an example of the screen you see when you're scanning an area. Items, doors, and enemies all show up once you analyze them (they turn from a white to a color dot, and appear as an icon on your main screen). Later on, you can see hidden messages left by the ravens of John Dee, making this screen especially helpful to your progress.

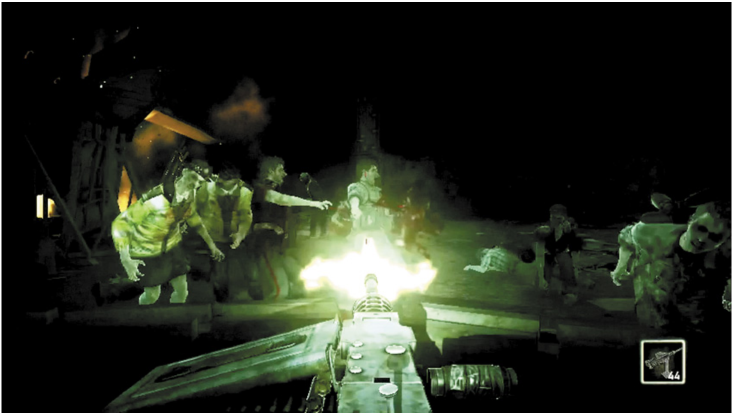
- [7]Scanning Analyzer/Hacker: Press and hold down your thumb or finger on this part of the screen until the scan is complete or you're interrupted by an Infected attack. When you're finished, the scanned or hacked image appears on your screen, map, and main screen.
- [8] Unmarked Area of Interest: This is shown as a white dot. It's an object, enemy, or item you haven't scanned yet.
- [9]Marked Area of Interest: This appears as a dot of a particular color after you've scanned it. Helpful items are colored green. Doors and access points are colored orange (i.e., locked or sealed areas with a black "X" through them). Moving, living entities (Infected, rats, and ravens) are colored red.



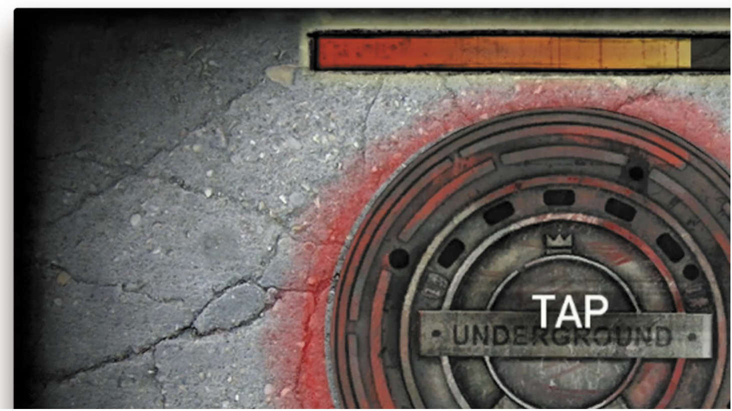


This appears when you swap between your Smart Map and your BOB (backpack). You can swap items, drop items, or move them to your item clusters.

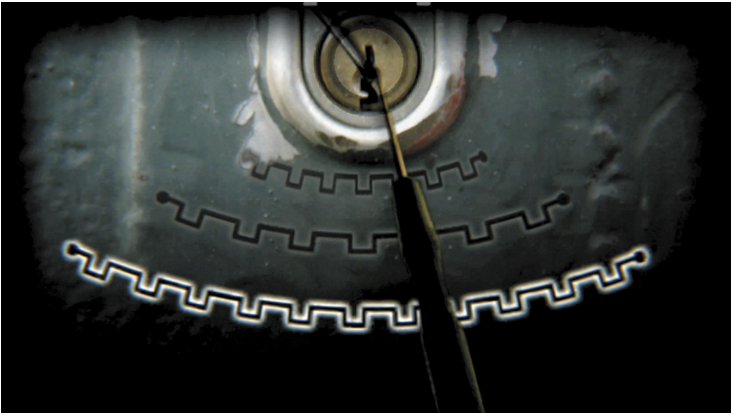
- [10] BOB Slots: Simply take an item you want to place in a slot, and drag it from one slot to another. You can also use the "drop" icon that appears in the top-middle of the screen if you wish to place the item at your feet. You can also swap between your BOB and holster or any metal container (such as the Safe House Chest in the Safe House).
- [11] Resources and Menu: The menu of circles at the top of your screen can be accessed here. The following menus are available:
- 2—My Gear: This menu shows the specific gear you're carrying. At the moment, this is just the Prepper Pad. As you progress, this fills up with items (including mission-specific ones). Click over each time for more information. Any equipment flagged as "Gear" in this guide usually resides here.
- 3—My Missions: If you're unsure of what to do next, consult this menu. The mission and any active (and completed) objectives are shown here. Objectives are added as you are given them. This information is also present in the "Mission Overview" section of every mission in this guide.
- 4—My ID: Open your wallet and look at your ID (your Survivor's name, gender, age, and occupation), your Survivor Scores (these are listed throughout the walkthrough), time survived, Infected killed, and Survivors played.
- 5—My Skills: This shows how proficient you are with six different types of ranged weaponry. Under each is displayed the number of Infected you need to kill to increase your skill. How proficiency affects your competency is explained on page 48 of the "Hardware" chapter.
- 5—My Map: This is the main overview map of London, showing how each area is linked to one another. This appears when you find shortcuts between locations to travel to. At the moment, only the Safe House is visible. Other locations are uncovered as the missions continue.
- 6—My Notebook: This is where all the different Lore articles you'll find are stored. Tap the screen on any you find to learn more about the "blight" affecting the British Isles.
- 5—My Survivor's Guide: The last menu is a quick and dirty list of how to improve your game. All of this is covered in much greater detail later in this chapter.



This screen appears when you're using a weapon that requires you to raise your Prepper Pad at the main screen and target a foe. The machine-gun turret, crossbow, and the Remington carbine all require this function. Refer to the "Weapons" chapter for further information.



This screen appears when you attempt to remove an obstacle blocking your progress. These can be bars, barricades, or manhole covers. You can also fill a Virucide syringe at a similar screen. Simply tap the screen eight times until the action is completed.

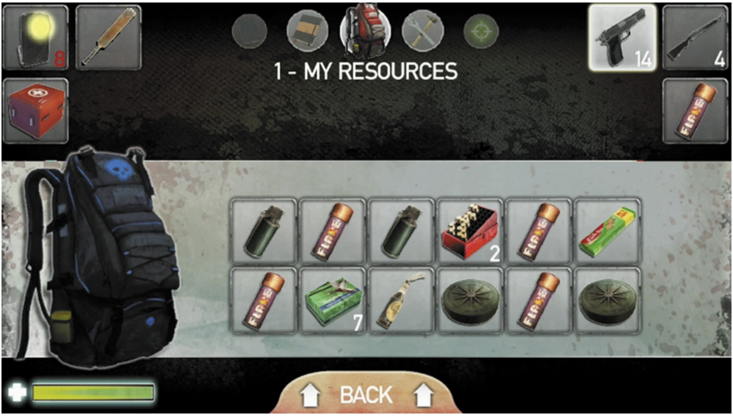


This screen appears when you're trying to pry open a lock using lockpicking tools. Use your finger or thumb on the GamePad screen to line up with the end of the tool, moving it in a curve until a white circle around the lock forms. Move the tool left and right until the circle forms, then stop. Once the circle is formed, repeat this process until the entire lock is compromised and you can open the door.

RULES OF SURVIVAL

BE PREPARED!

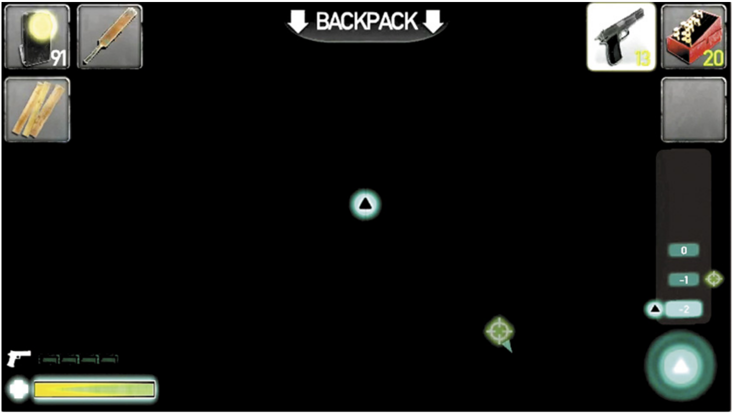
For quick access, place items in your holsters (also known as clusters) in the top corners of your Wii U GamePad screen. Touch any holster on the screen to use the equipped item.



This is an example of a well-equipped left and right cluster. Learn and employ the following rules:

- Items that are often used, such as the flashlight, cricket bat, and pistol, are all within easy reach.

- Items that you carry but don't necessarily need to place in the clusters (such as ammunition) aren't here.
- There's a good variety of items for every eventuality: projectiles for lobbing and multiple weapons.
- Health items take up a space.



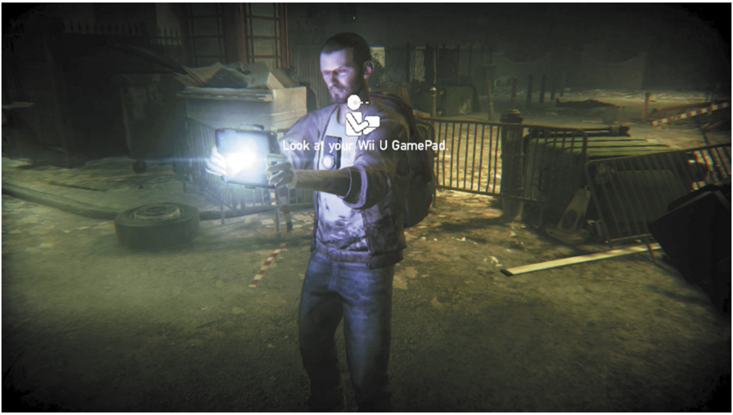
This is an example of a badly equipped left and right cluster. The following rules were missed:

- Ammunition was placed in the clusters, which is unnecessary.
- Items that are instantly used when carried in your BOB, like planks, are taking up space.
- There's little mixture of weapons and health items; in an emergency, there's no way to quickly bolster your health.
- There are empty slots. Never leave a slot unfilled!

SLOW AND STEADY WINS THE RACE

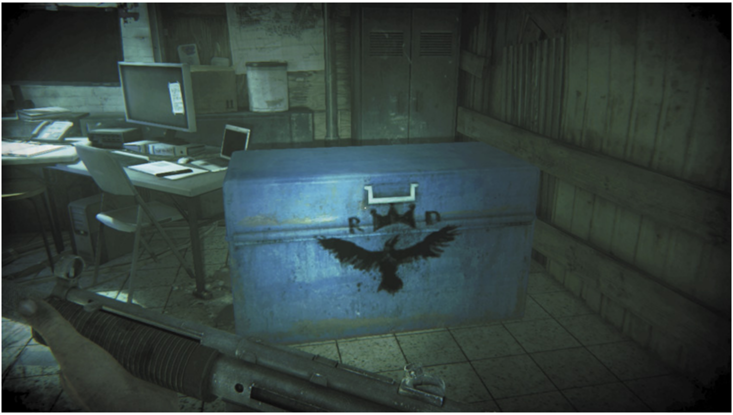
Take your time and loot anything that's not nailed down and do not panic! If you run around like a chicken with its head cut off, you will die. At the end of the day, who lives and who dies comes down to one thing: preparation. Research your surroundings, scavenge for supplies, stock up your Safe House, and do whatever it takes to survive.

RESEARCHING AND SCAVENGING



This simply means that every time you step into a new area, as long as you're not set upon by the undead, bring out your Pad and scan your immediate surroundings. Continue to tag all interesting items, objects, furniture, and moving entities. As you progress, check again and look around in all directions; certain objects (such as CCTV Junction Boxes) may be hidden above, below, or to your sides.

STOCKING UP YOUR SAFE HOUSE



The blue chest with the ravens sign on it is known as the Safe House Chest. It lies next to your CCTV monitors and allows you to stock up with items you've collected on your travels.

- Check your CCTV monitors for previously explored areas. This lists the items available.
- Use the manhole shortcuts to quickly reach these locations, search for items, and bring them back between missions.
- Place unused or rarely used items in the Safe House Chest, so if your Survivor dies, your next Survivor begins with more

than the bare essentials. Think about putting older weapons, some ammo and health, and anything else you deem necessary, which your current Survivor isn't going to immediately need.

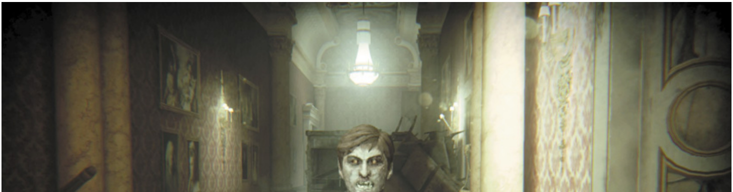
RUN FOR YOUR LIFE!

Feeling overwhelmed? No need to kill every Blighter in London to survive! There's no shame in living to fight another day. Push your way past as many Infected as you can and flee to save priceless ammo. Sometimes retreat is your best option.

WHEN TO RUN AND WHEN TO STAY

Running is advisable under the following circumstances:

- You're close to a safe point, such as a manhole, the end of a mission, or help from another character.
- You're in a position where can easily push away your incoming foes without being grabbed and eaten.
- You're about to get yourself stuck in a narrow or dead-end space, and fleeing is your only option.
- When you're low on health, ammo, or other supplies and multiple foes are incoming.



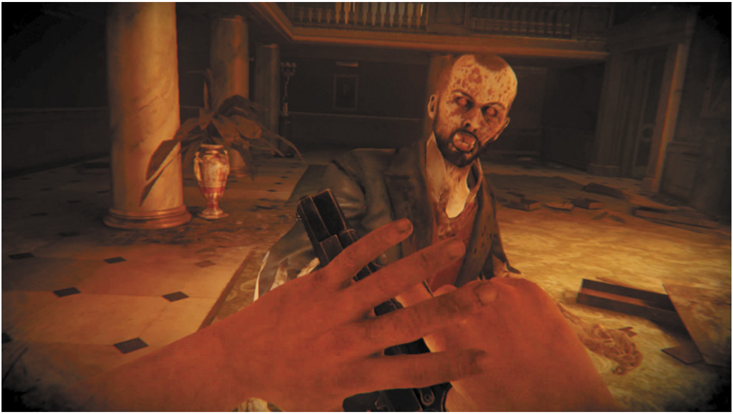
Staying is advisable under the following circumstances:

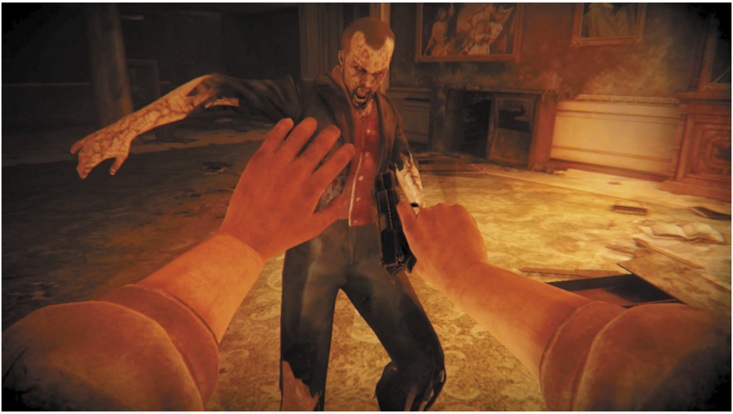
- You have a height advantage, or the area you're in is wide enough for you to dodge, strafe, or circle around.
- You can see additional threats up ahead, which lead you to even worse trouble.
- You have high health and copious ammo and supplies.
- You aren't sure of the path ahead and how far you need to travel before reaching a safe point.

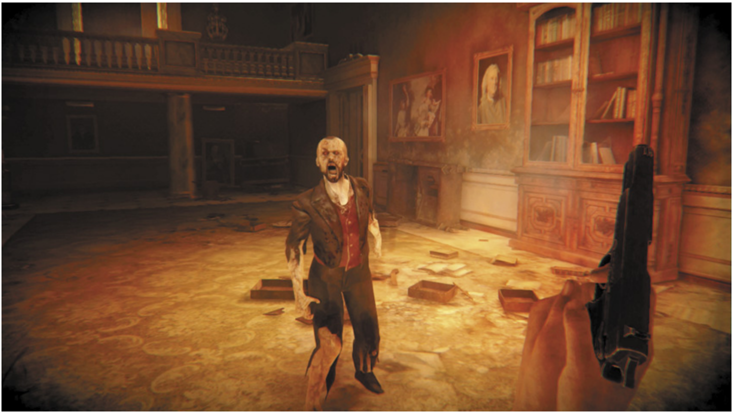
PROPER MANEUVERING

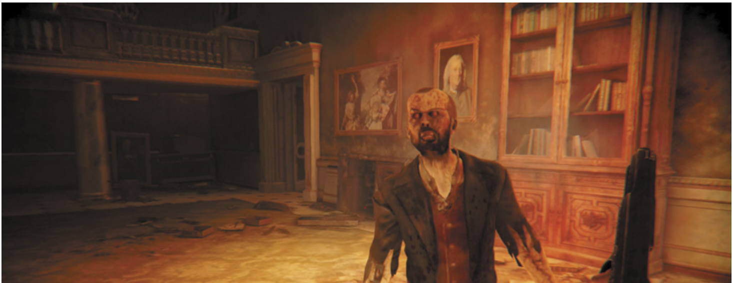
The following maneuvers are worth practicing in empty locations, prior to trying them out with enemies present:

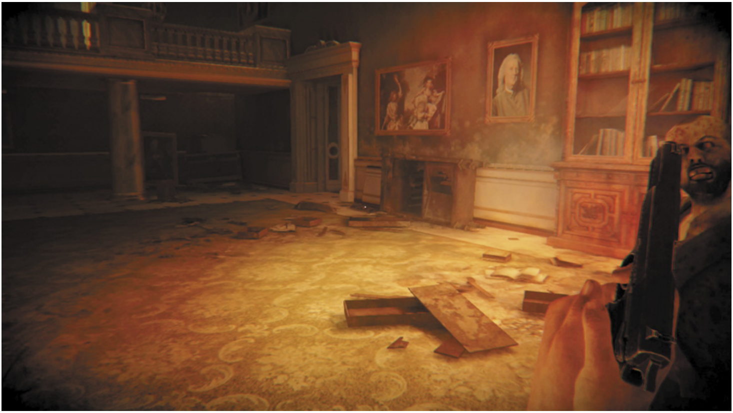
Learning to shove (also known as pushing) your Infected foes. This is faster and safer than attacking with the cricket bat, in cases where more than one Infected is close to you.



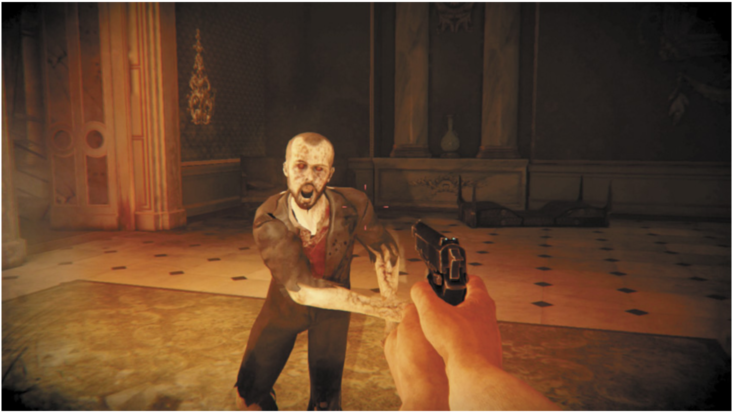


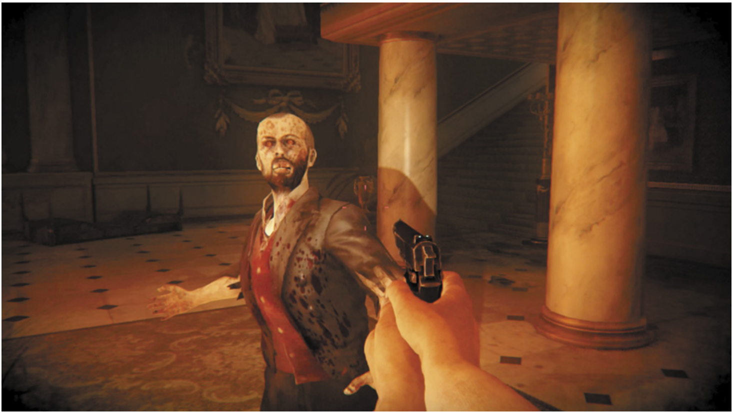


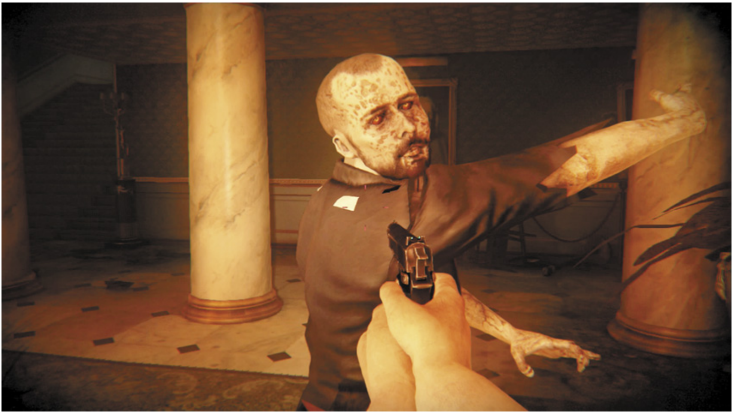




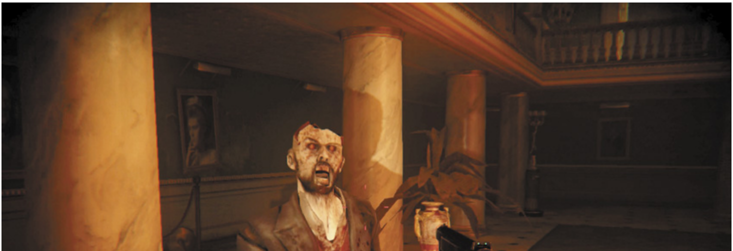
Dodging them by strafing (the act of moving to the side). Try sidestepping in a strafe so an Infected's attack misses you. Practice makes perfect!

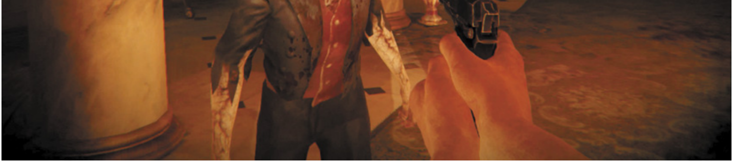


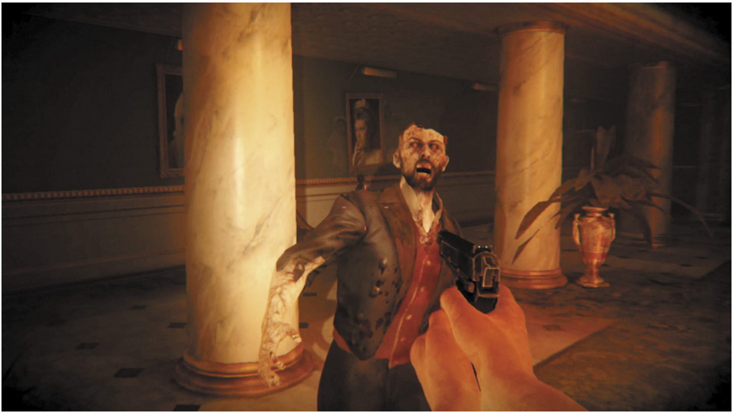


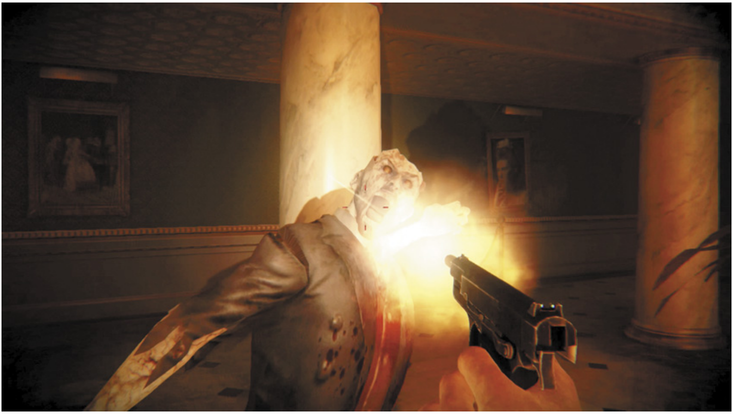


Circle-strafing is the art of keeping your crosshairs targeted on a single foe and running around them in a circle. This allows you to avoid their attacks. Practice this by running around a pillar first.









Steady aiming means keeping your crosshair dot at Infected head height, instead of looking up and down, when you're in combat. This way, you have less aiming to do and more accuracy when trying headshots.

KEEP YOUR DISTANCE!

Always keep your bloody distance, or the Infected will clamp down on you like rabid dogs. And push them the hell away before they get in your face! Buying yourself just one second to cock that weapon will save your hide a hundred times. A cricket bat won't save your bacon, not against a horde. But it's handy one-on-one, and best of all, it's silent.

SILENCE OR VIOLENCE?

There are four weapons—the cricket bat, HK P226 Pistol, crossbow, and MP5 SD—that are silent. Any other time you're attacking foes, you'll make a noise. So it's a good idea to use silenced weaponry when you're in a newly found area, don't know the layout or how many foes are around you, or if you're trying to attract a foe to a particular area (for example, shooting a crossbow bolt at a distant enemy so they fall, and you can sneak to that point, in front of other foes with their backs to you). If you're behind a corner, you can also dart out, plug a foe, then dart back.

SHORT, CONTROLLED BURSTS

Otherwise, fire on foes and face them down with superior hardware and superior tactics. Aside from the bounty of knowledge contained in the walkthrough and the mantra "aim for the head, aim for the head," you need to make sure you're expending as few bullets as possible. Single foes should take a cricket bat to the head. Downed foes need to be batted or stomped, not shot. Use firearms when encountering two or more foes at once. Aim shots accurately, as every bullet counts. Semiautomatic weapons need to be fired in short, controlled bursts where each bullet strikes home.

LIGHTING YOUR WAY TO A QUICK DEATH

Beware of overusing your flashlight and Prepper Pad's scanning light; these attract any enemies that spot it. It's always worth turning off your flashlight in areas where you can actually traverse without needing a light (such as outdoor areas or in missions occurring in what passes for daylight in London). Only keep your flashlight on when you're in a maze, in confusing locations, in areas you haven't explored yet, or when you want to beckon foes into a trap.

STAY HEALTHY, STAY HUMAN

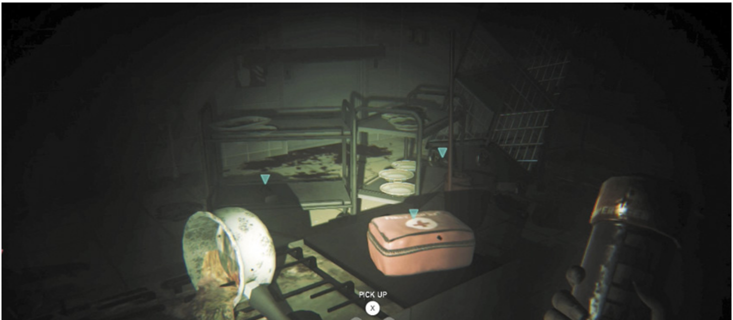
Your Health gauge turns from green to red and empties each time you are wounded by an Infected, an explosion, or other harm is caused to your person. When the gauge is completely empty, your character dies. BEWARE: One bite will kill you! No second chances. If you are grabbed and bitten, you will become one of the Infected. Keep your strength up at all times. Food and medikits can help you replenish your Health gauge. Stock up!

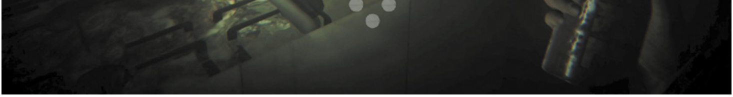
WHEN TO WORRY

Once your health drops below half, as indicated in the bottom-left of your Prepper Pad (and onscreen during the actual damage), use one of the minor health items, such as soda, cake, chocolate, or another minor health-improving comestible. Be sure one of them is in your holster of slots. As the Infected find it easier to bring you down and devour you the more wounded you are, top off your health as soon as possible.

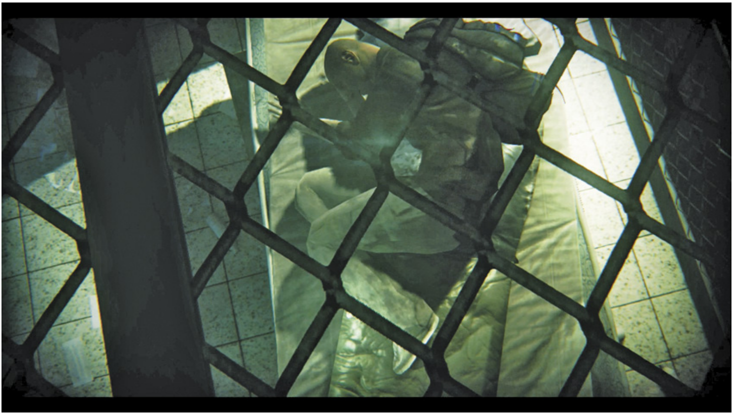
Get to a safe place when your health is less than half. However, when you have the Virucide syringe filled, your health is (a little) less important, as you essentially can survive one zombie takedown before needing to heal once again—that is, as long as you jab that pus into the Infected's neck!

WHAT TO HEAL WITH





Bring out the Medium Medipack when the going gets tough and the Infected have had their mauling, punching fun with you. Quickly bring that health back to 75 percent or higher, or you'll be picked off far more quickly. Use a Large Medipack when you're close to death, but always with the knowledge that there's one surefire (and free) way to restore your health: by sleeping.

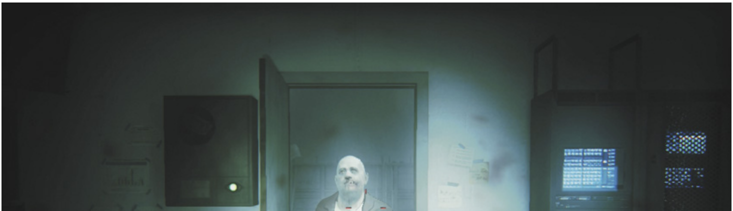


Sleeping (in your Safe House or Shelter) restores your health completely. Sometimes it's worth consulting your London map to find the nearest manhole, and take a shortcut back to your Safe House for a snooze. Even if you need to backtrack, this is a better plan than being eaten and having to face your former Survivor and get all your best stuff back!

BUY TIME

If you delay your enemies even briefly, it may be enough to save your life! Buy time by closing and barricading wooden doors. If you have planks in your inventory, you can reinforce a door. Remember: Metal doors can't be barricaded. Some furniture can be moved. Move furniture to block doors and unlock or reveal hidden passages.

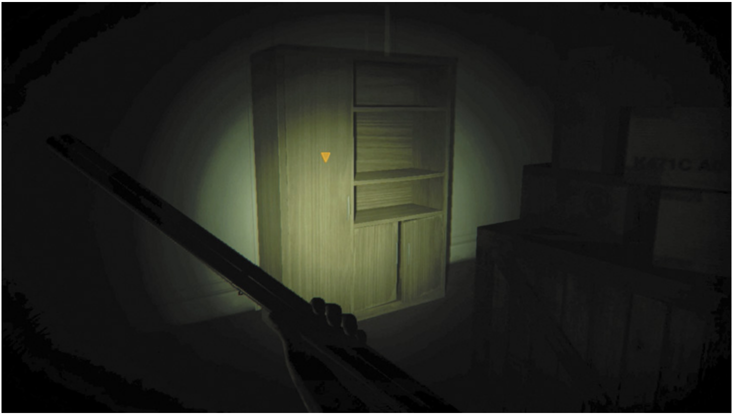
CLOSING DOORS AND ELONGATING LADDERS



LEVEL UP! Level 2

In the reality of combat, barricading is sometimes forgotten about in favor of fleeing or fighting. Even though metal doors can't be barricaded with planks, even closing doors behind you stops your zombie foes for a few seconds. If Infected are active in the area, keep as many obstacles between you and them. Also think about lowering any ladders that are pulled up (drop them from above) so you can use them later, if necessary.

PUSHING FURNITURE



Certain wardrobes or shelving can be pushed, and this is almost always due to there being a door or duct behind the furniture, a thoroughfare to move through in order to finish a mission. Blocking these off doesn't usually occur, but it can happen if you're wanting to "funnel" Infected away from you or to an entrance you've booby-trapped.

BE QUIET, BE SMART

The Infected may be brain-dead, but they can still see you and hear you. Stay out of sight and avoid making noise if you want to live longer. Destroying an Infected's brain is the best way to kill it quickly. Avoid wasting ammo and aim for the head! Create diversions wherever possible. Bright lights and noise attract these dimwits, so use flares and observe the environment for stuff you can blow up!

HEADING FOR TROUBLE

How to take down an Infected and how they stalk you, and every possible and pertinent method of destroying them is detailed in the "Rogues Gallery" chapter of this guide. But overall, don't rush into unexplored areas, don't move too far too quickly, expect a random assortment of zombies if you revisit a location, and always aim for the head. There are a few minor exceptions (also shown in the Rogues Gallery).

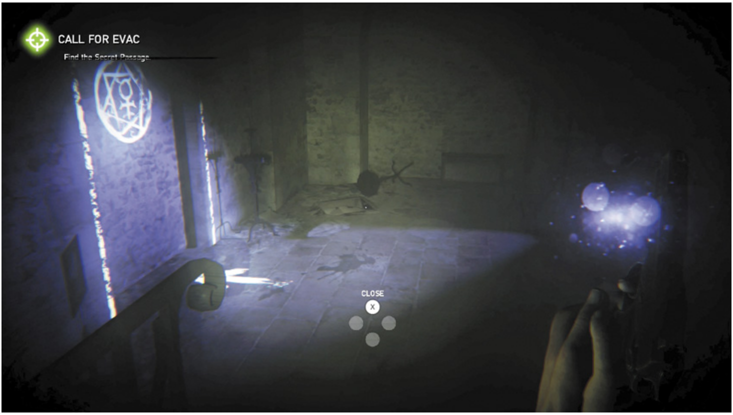
ENVIRONMENTAL HAZARDS

"Bright lights" refers to your flashlight; your Pad's light; and flares, a projectile that you use to keep foes away from you while you escape or set up a takedown that removes all foes with a single shot or explosion. The "environment" includes gas canisters and barrels. Find out more about these in the Rogues Gallery. The biggest hazard you'll find is water that's deeper than waist level. You carry your backpack over your head, and you're completely vulnerable to attack, so clear an area before or after you get wet, or you'll get dead.

YOU ARE NOT ALONE

With your Pad's blacklight feature, you can reveal and read messages left by other players online. Make sure to check the message rating before deciding who to trust! Use the spray can to leave messages for other survivors across the city. Open the messaging interface and choose the icons you want to use. Then touch the Paint button on your Wii U GamePad screen. This message will be readable by other online players.

BLACK LIGHT, BIG CITY



Use the blacklight in the same way you scan for hidden messages on doors and walls during the campaign. Be sure you know who drew the message; remember you and your friends can always play tricks on each other and give false information. However, a quick check of this guide soon solves that problem! The next chapter has more information on the spray can and where to find it.

A CAN-DO ATTITUDE

ZOMBI U
Wii U

If you're playing this game with friends, you already have a sizable advantage: this book! With all the knowledge contained within these pages, you know which areas contain the best upgrades, weapons, and collectibles. With this in mind, when you're using your spray can to spray messages, agree that certain icons mean something specific to your friend. Here are some examples:

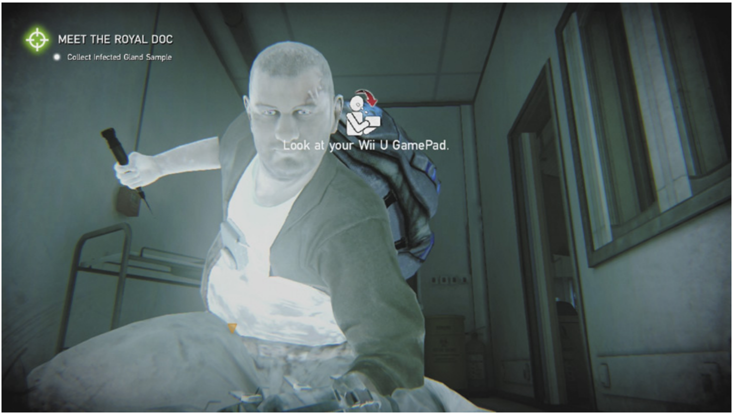
- Use the "thumbs-up" symbol to indicate a stash, upgrade, or collectible (such as Dee's Letters).
- Use the "man running through doorway" to indicate a shortcut or manhole.

So, instead of your friend guessing at what you're spraying, have a chat beforehand so you know instantly what the icon means. Or get them to buy this guide too!

DON'T LEAVE HOME WITHOUT YOUR VIRUCIDE

Thanks to Dr. Peter Knight, you have a syringe full of Virucide. Use it when an Infected grabs you—but before it bites you—to poison it. Your syringe contains one dose but may be refilled. To refill your Virucide shot, scan to find Infected with the required antibodies. Analyze to isolate a swollen gland. Kill it and recover its infected pus.

SYRINGE SMACKDOWN



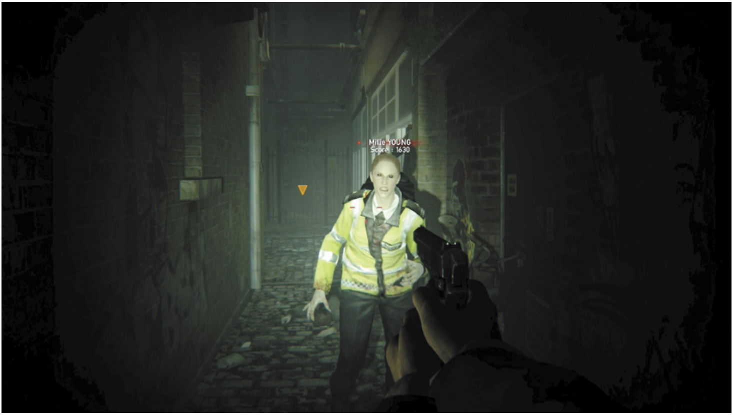
Although ideally you should scan an Infected to see whether it carries the necessary pus used to create Virucide, there are times where this just isn't possible. Here are some facts to think about, regarding this syringe-plunging trick:

- You don't receive the Virucide syringe until the end of Mission 06. Before that, you're fending off foes with weapons and harsh language.
- It is helpful to scan enemies. But if you can't (or didn't), simply check each corpse after a battle; the ability to remove Virucide from the zombie is shown on your heads-up display.
- Fill your Virucide shot wherever possible, as it's essentially an extra "life," preventing you from being jumped on and bitten.

BETTER DEAD THAN UNDEAD

Mercy kill! When you respawn as a new Survivor in the Safe House, you can put your former (and now Infected) character out of his misery and loot the contents of the Bug-Out Bag! When other ZombiU players online become Infected, they will appear as nonplayer character zombies in your game. You can kill them and loot their backpacks.

SURVIVOR SACRIFICE



Are you playing ZombiU with a friend? Does your friend need some additional help? Then sacrifice yourself and your game for their benefit; gather some choice items and weapons in your BOB, purposefully die in a relatively safe area (for example, close to a manhole), and then instruct your friend to hunt down and slay your previous Survivor to claim the loot!

DON'T CHEAT...ON YOUR FAVORITE GUN!

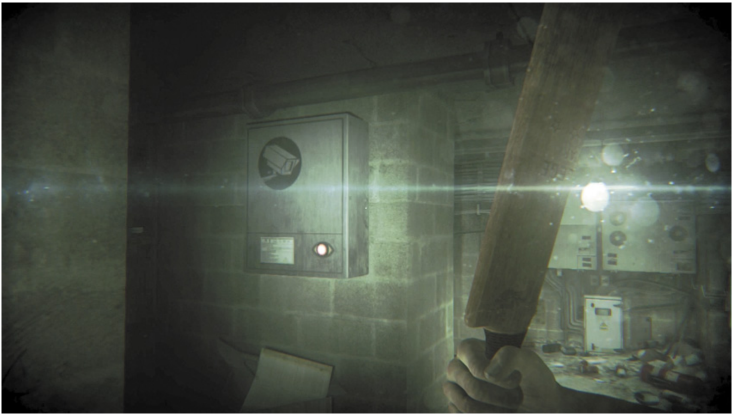
Find your weapon of choice and commit to it. The more you use one weapon type, the more your skills with it improve. You will learn to reload faster, suffer less from recoil, quick-draw your weapon, and target enemies more quickly with every new level. In another life, maybe you'll choose differently....

Note

A complete list of weapons is detailed in the next chapter. Learn all about what it takes to level up your skills and upgrade your favorite firearms.

INITIAL GEAR (PAD AND BOB)

PREPPER PAD



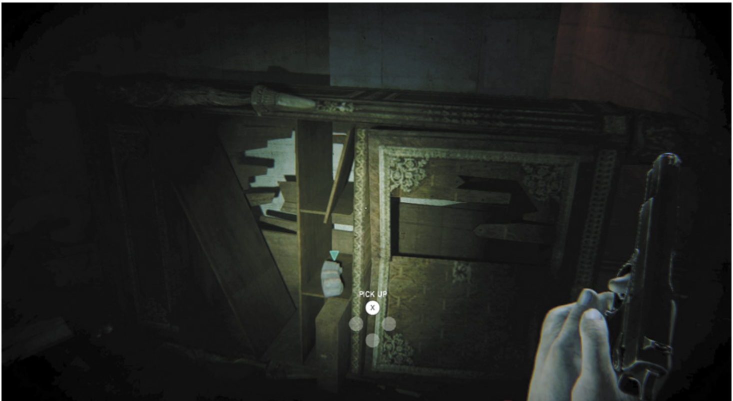
Unlock new areas on your minimap (Smart Map) by hacking CCTV cameras. You don't want to walk around blind! A better map means better planing. Beware: Your radar only detects moving objects!

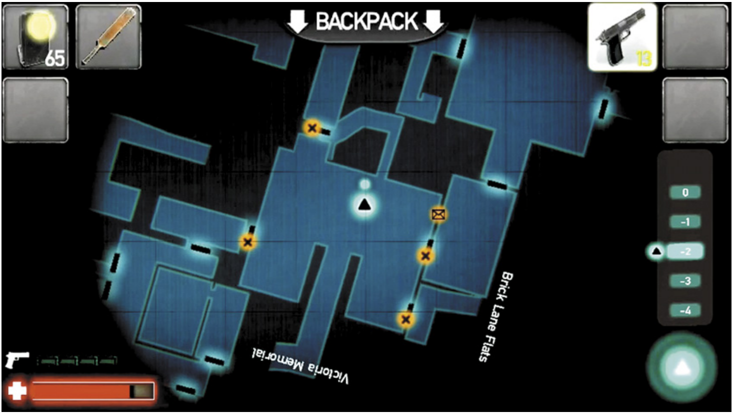
THE CCTV JUNCTION BOX

Your current location isn't visible (although scanned objects and entities are) on your Prepper Pad, until you find CCTV Junction Boxes. There's always one, and usually two or three for every main location. You find them at specific moments during your missions. They are optional to find, but the Smart Map that becomes available once these are scanned and hacked is extremely useful.

Your radar detects moving objects (which are animals or Infected). Gain a better knowledge of your immediate environment by scanning the area with your Prepper Pad. Additional enhancements are available, but initially, here's the extra information you can see on both your main and Pad screens:

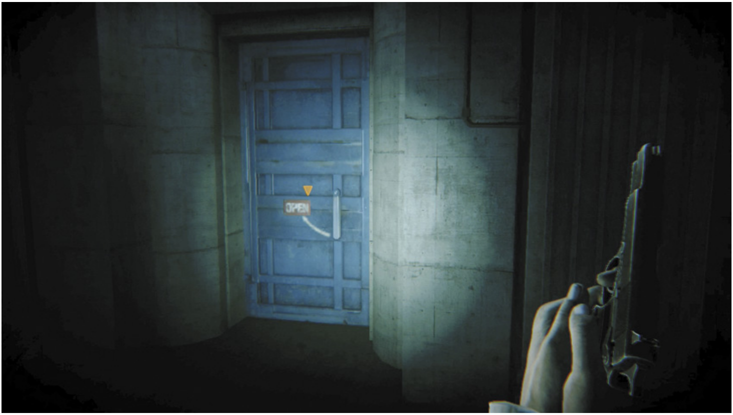
THE ITEM

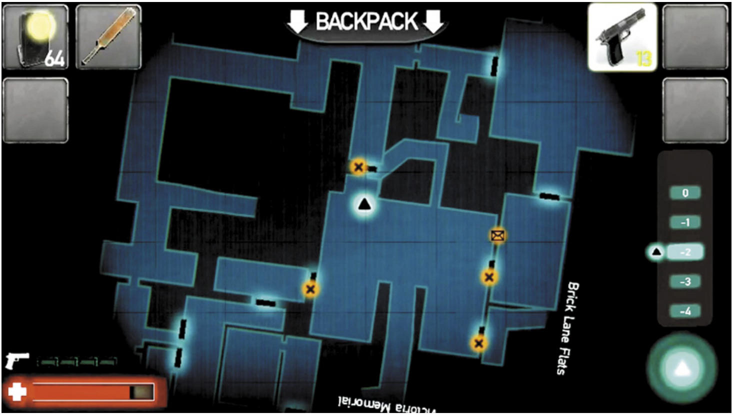




Items appear as green on both your main screen [1] and Prepper Pad Smart Map [2].

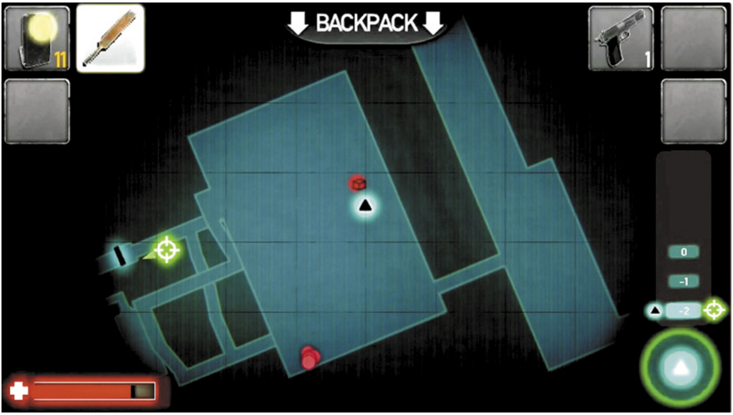
THE ACCESS POINT





Doors and access points appear as orange (and locked access points have a black "X" through them) on both your main screen [1] and Prepper Pad Smart Map [2].

THE ENEMY



Moving enemies appear as red on both your main screen [1] and Prepper Pad Smart Map [2]. Motionless enemies do not appear, and some red dots are animals, so don't rely on this radar to check for foes!

Note

Consult the "Hardware" chapter for advanced information on the Prepper Pad, including all the different upgrades you can find for it..

SCAN. LOOT. LIVE!

Your environmental scanner allows you to analyze and mark loot on your minimap (Smart Map). Use your Pad to scan the area and see what you can loot. Never look a gift horse in the mouth.

ONLINE APP: SURVIVOR STATS

When playing online, you can consult the Online App to discover where your former infected Survivors are roaming and devouring other players online and to check out leaderboards and survivor statistics.

Note

Information on increasing your online scores is detailed in the "My ID Card"section later in this chapter.

MY RESOURCES

Your inventory contains your backpack and your holsters. Place the items of first necessity in these holsters for quick access. Good preparation is the key to survival, and a life is a precious thing to waste! Recover your basic resources by killing your former infected Survivor and looting his backpack.

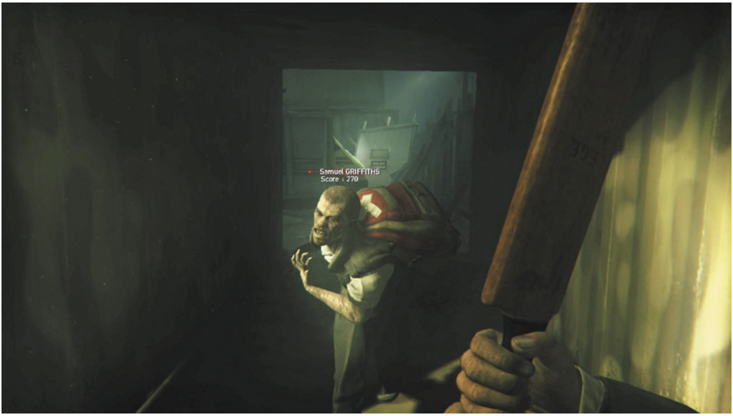
Note

Find out all about resources in much more detail in the next chapter, “Hardware,” on page 24.

MY GEAR

Your inventory contains your gear, like your hammer and lockpicking tool. Unlike basic resources, you never use your gear when you take on the role of a new Survivor. When your character dies, you will have to retrieve your mission items to complete the game. As a new Survivor, you can recover them by picking them up in a small satchel dropped where your former Survivor met his demise.

BRINGING BACK THE BAG



Did your Survivor die? Then your only focus should be retrieving his backpack so you can continue the missions with all of the items you previously carried. Don’t rush it when reaching the location of your previous death; overstretching yourself or being impatient or overly aggressive usually results in you dying a second time. This is even more problematic, as your mission-critical items are left in a satchel, and everything else is randomly scattered and only found when you scan the CCTV monitors back in your Safe House. Yes, that includes weapons you’ve gathered!

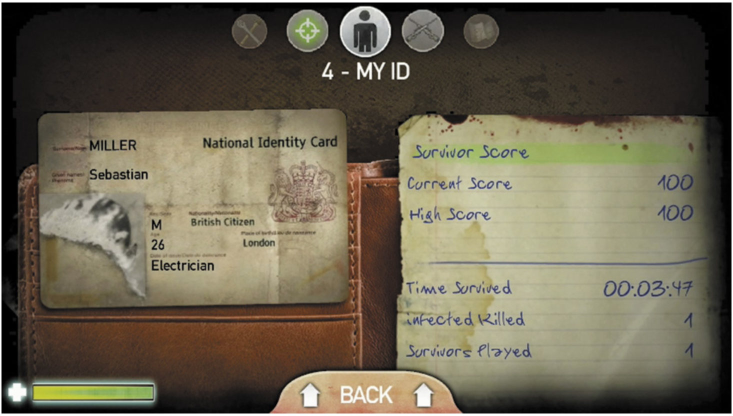
MY ID CARD

Your ID card displays information about your current Survivor’s gameplay stats and score. The higher the Survivor Score, the more competent the Survivor! How long will your survivors last?

- Complete an objective: “X” points (depends on objective)
- Kill an Infected: 10 points
- Kill an Evolved Infected: 50 points
- Kill any playable character who has become Infected: 50 points
- Open a manhole: 150 points

- Hack a CCTV Junction Box: 150 points
- Find a weapon upgrade: 50 points
- Find new gear: 100 points
- Weapon skill level-up: 50 points

INCREASING YOUR SURVIVOR SCORE



National Identity Card
MILLER
Sebastian
M
British Citizen
26
London
Electrician

Survivor Score
Current Score 100
High Score 100
Time Survived 00:03:47
infected Killed 1
Survivors Played 1

You receive points as listed previously, and they appear on your ID card. But you also receive points for completing certain objectives. These points are listed throughout the walkthrough and offer extremely helpful notes on what your maximum score can be. Of course, adding to this score means balancing your safety with your Infected takedowns. Here's how to increase your score still further:

- Take down every Infected you encounter, no matter how laborious this process.
- Make sure Infected are removed by your hand, not by other characters or traps laid by other people.
- Revisit every location multiple times throughout your missions. Repeatedly clean out previously explored locales until nothing is moving.
- Collect every upgrade, hack every CCTV Junction Box, and become proficient in every weapon.
- When increasing your weapon skill level, you get 50 points per level. As it's easier to go from Level 0 to 1 than it is to go from Level 3 to 4, it's better to become reasonably proficient with all weapons at once, rather than become extremely proficient with one. For more information on skill levels, check out page 48.
- Play through Survivor mode. You have only one life, but you should start over again if you die anyway, as you'll never get an exceptional score once your first Survivor dies! Play the regular Campaign mode first (three or four times) to memorize everything. Then go for the "Score" run, with the accumulation of points being your only focus.

MY SKILLS

Increase your weapon skills by using weapons in one category regularly. You will learn to reload faster, suffer less from recoil, quick-draw your weapon, and target enemies more quickly with every new level. New Survivors will not inherit these skills! All weapon skill levels are reset when a character dies or becomes Infected.

Note

The "Hardware" chapter (on page 48) has a complete list of skills that improve your weapons proficiency.

MY MAP

Complete your map of London by exploring the city; it displays your current position, objectives, Shelters, manholes, and the location of your dead predecessor.

Check this map if you're trying to figure out where the general objective point for a mission is located or how each of the major locations connect to one another.

Note

The walkthrough indicates precisely where you need to be on the map of London.

MY NOTEBOOK

The Survivor's Notebook contains all of the documents that your Survivors will discover throughout the apocalypse.

Note

You're reading an enhanced version of this right now!

SAFE HOUSE

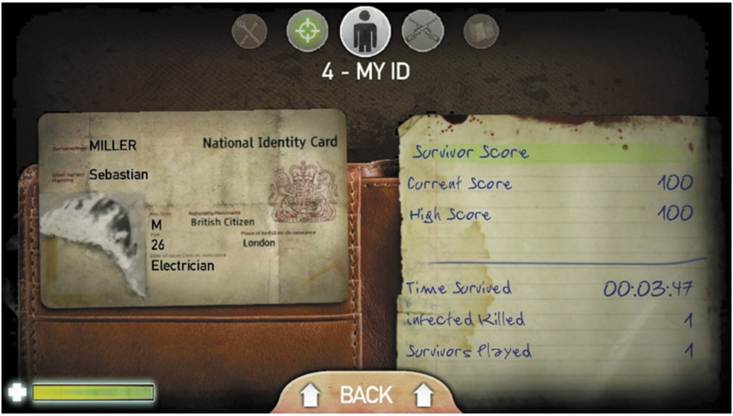
STOCK UP AND LOAD OUT!

Use the Safe House Chest to store items when your backpack is full, and manage loadouts as you plan your outings. All items stashed here can be recovered later and/or left for future Survivors.

THE SAFE HOUSE CHEST

Also known as the "Container," the Safe House Chest offers a sizable hold for all items you carry. Return items you don't want in your holsters or backpack, drop items off for future Survivors (so you can begin with more than the Pistol and bullets your second Survivor has), and keep health, weapons, and anything else you'll get back to later into your missions in this massive box.

WORKBENCH



National Identity Card

MILLER

Sebastian

M

British Citizen

26

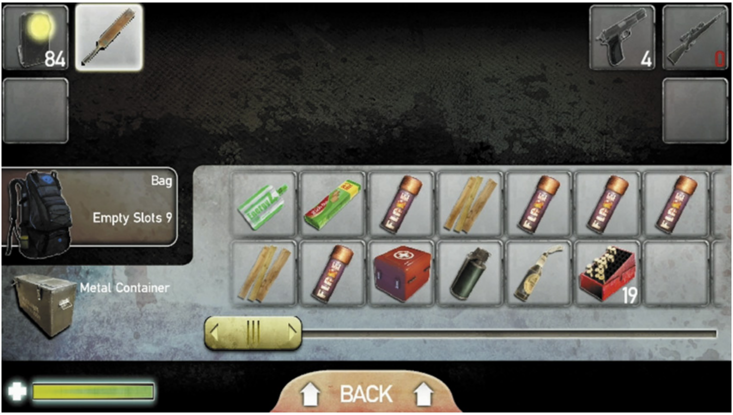
London

Electrician

Survivor Score

Current Score	100
High Score	100
Time Survived	00:03:47
infected Killed	1
Survivors Played	1

Workbenches in your Safe House and Shelters allow you to upgrade your weapons. Collect upgrades across London to improve firearm attributes.



Note

Look for these workbenches as indicated. The variety of upgrades you can make to your weapons is showcased in the “Hardware”.

REST TO RECOVER, AND SAVE YOUR LIFE

ZombiU saves automatically each time you sleep in your Safe House or Shelter and each time a Survivor dies. Shelters, like your Safe House, offer a place to rest and a workbench to upgrade your gear. Sleep to save the game and your progression and to recover your health. Your save displays a "Continue Flag" where you last slept and saved the game. You will start here each time you load your saved game.

WARNING! ONE SAVE SLOT!

You don't have the luxury of multiple save slots! Therefore, you can't run through a location, make mistakes, reload your game, and try again. This makes reading the walkthrough chapter even more valuable! When you save, the slot is overwritten. When you die, the slot is overwritten. This game is designed to make you think twice before making rash choices. The stakes have never been higher!

CAMPAIGN AND SURVIVOR MODE

SURVIVE ARENA
Escape to Safe House.
LOOT
X

There's only one difference between Campaign mode and Survivor mode: You don't get any further chances in Survivor mode! Once you're grabbed and eaten, your game is over and your score tabulated. So, it's worth playing this only after you've mastered the game in Campaign mode. Consider yourself an expert if you finish Survivor mode!

Note

The same tactics presented in this guide's walkthrough apply to both game modes, although extra caution must be taken and fewer reckless takedowns are recommended.

CCTV: YOUR EYES AND EARS

Scan CCTV Junction Boxes (camera hubs) across London so that the Prepper can hack them for you and bring cameras back online. This will upgrade the Smart Map on your Pad. Once hacked, CCTV Junction Boxes will give you eyes all over London, providing vital intel about weapons and available loot. Always consult the CCTV monitors in your Safe House to plan ahead! You will only get information about locations where the CCTV hubs have been hacked.

REVISITING LOCATIONS

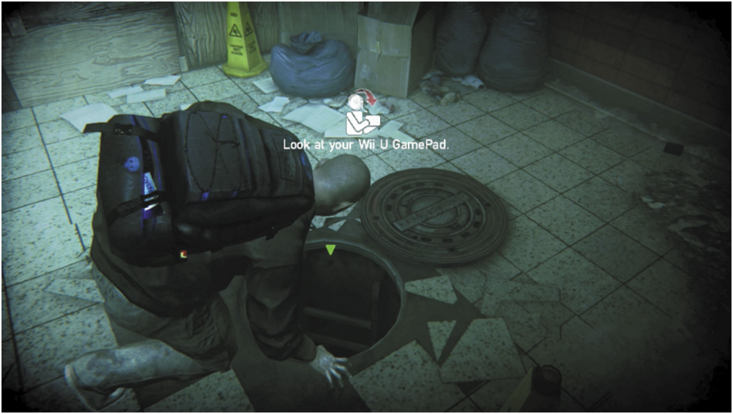
When revisiting locations, follow this advice:

- Make sure you've accessed and hacked the CCTV Junction Box, or you'll only get a static screen on your monitor.
- Beware that Infected are randomly determined, so the Infected takedowns throughout this guide's walkthrough can't help you this time around!
- Make sure you know where you're going, how to get there, and how to escape. Pour over the maps in this guide to help.
- Scan every area so you know where the items are that you're going for.
- If you're worried about safety, return to locations only when you need to (for example, while searching for Dee's Letters).

MANHOLES: GETTING AROUND TOWN

Manholes are shortcuts that lead to London's underground and provide the fastest, safest way to travel around the city. Each manhole leads directly to all the other manholes you have discovered or unlocked. Each time you die, use a manhole in the Safe House to get back to the area where your previous Survivor died or became infected.

THE “HOLE” PICTURE



Don’t overlook manholes. They are incredibly useful and prevent you from traipsing all the way back to a previous location and facing possible combat along the way (although you can choose that option if you so desire). When prompted in the walkthrough, uncover these manholes, and use them to your advantage. Scoot back to your Safe House to upgrade a weapon, grab supplies from your chest, or save between fights.

Hardware

Hardware: Inventory Resources—Items and Gear

This chapter details the different items, weapons, and other resources you have at your disposal during your journey through the ruins of Old London Town. For those who need to know meticulous details about exactly how resources are obtained, what benefits chocolate gives you, or what the rate of fire of a L9A1 Browning is, you've come to the right chapter.

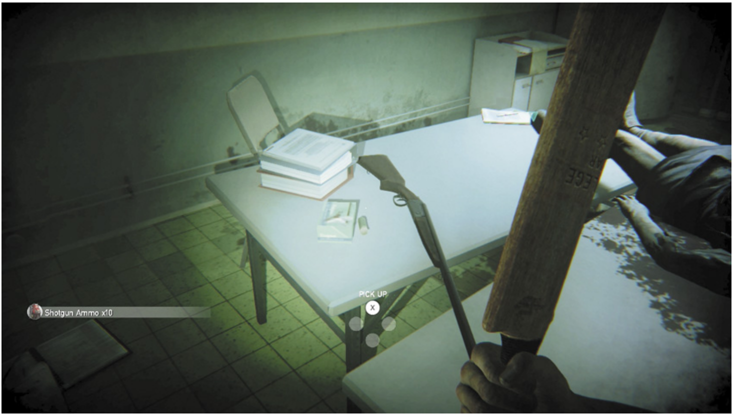
GENERAL INFORMATION // PICKING UP RESOURCES

The term "resources" refers to anything you can gather as part of your adventure, including specific types of items such as upgrades or weapons. This section provides some general rules about how and why you gather particular resource types.

RESOURCE TYPES // STATIC AND RANDOM

There are two main types of resources: static and random.

STATIC RESOURCES

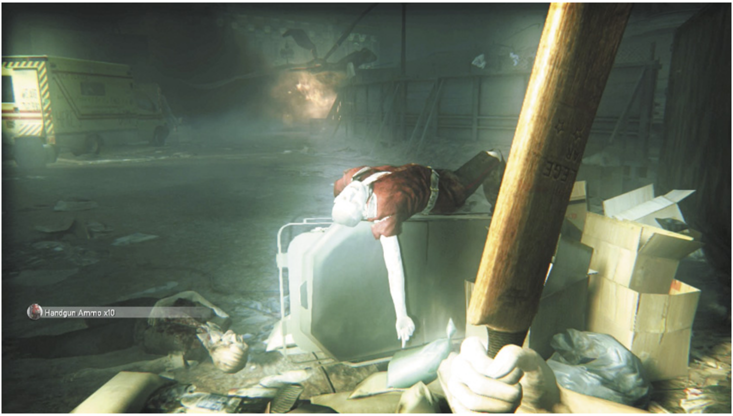


Some resources (including the first time you find a weapon), most upgrades, and mission-critical items (such as C4, the lockpicking tool, enhanced backpacks, pad upgrades, weapon upgrades, and Dee's Letters) appear in the same location the first time you investigate it. These resources are then added to your inventory when you take them. Here are some additional notes regarding Static resources:

- If you die, these resources are kept in the backpack (BOB) of your previous Survivor, and you must hunt that Infected down, defeat it, and reclaim the backpack to secure all the items you previously gathered (and aren't in your Safe House Chest back in the Safe House).

- If you die a second time, either fighting the previous Infected Survivor or before you have a chance to take the BOB, these resources are temporarily lost! This is obviously terrible news, and it's imperative you prevent this from happening if at all possible.
- Once resources are "lost," mission-critical items (such as gear, keycards, and other items you can't finish your mission without) appear inside a small gray satchel at the point the initial Survivor died. Search and grab these immediately, or you'll be stuck!
- Other resources such as health, projectiles (e.g., flares), ammo, and weapons you've collected are randomly distributed throughout London. The only way to find them is to stumble upon them or use the CCTV monitors in your Safe House. These list where "lost" resources are (by location), so you can mount a reconnoiter to salvage them.
- Salvaging resources takes a while and is quite dangerous, but it gets you back to the point you were at, before you failed so spectacularly. The moral of this story? Don't die, and then don't die a second time trying to kill your former Survivor!

RANDOM RESOURCES



Most of the resources throughout London have been randomly placed. You find these resources in two ways: corpse looting and in situ.

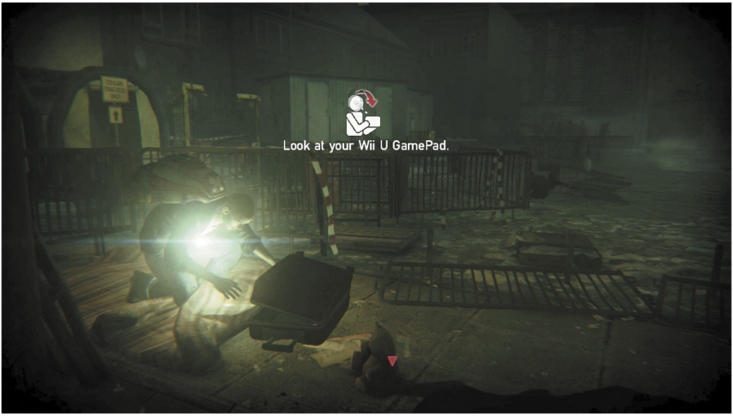
Corpse Looting

These are resources available on an Infected, or an already-dead corpse.

- Scan the body or the Infected before you kill it to determine the type of resource it is carrying.
- Once you're sure the corpse is dead, step up to it and loot it.
- The type of resource you find is randomly determined, based on your current status:
- Example 1: If your health is very low, the chances of seeing an Infected carrying a Medipack become more common.
- Example 2: If you're low on or out of ammunition for your favored weapon, you're more likely to see an Infected

carrying that type of ammunition.

“In Situ”



These are resources available in the environment.

- Such resources could be found inside any of the containers you can search, such as closets, lockers, file cabinets, or drawers. They could also be found on the ground, on benches, on tables, or on any other scenic object.
- When you see the HUD message “New Intel. Check Your CCTV Monitor,” you know that new resources have appeared in all of your previously explored maps. This occurs every time a Survivor dies and happens at specific points during your adventure (when you’re prompted to check your CCTV Monitors in the Safe House).
- Head to the Safe House CCTV Monitors, and check them for newly spawned resources. Then revisit any previously explored locale to gather more resources (and attack more Infected).

Note

To sum up; don’t expect the same random resources to appear each time you enter a location. For example, don’t rely on finding the same bullet clip on a table during one game compared to another game. But do understand that you’re usually given resources depending on how badly you need them.

Tip

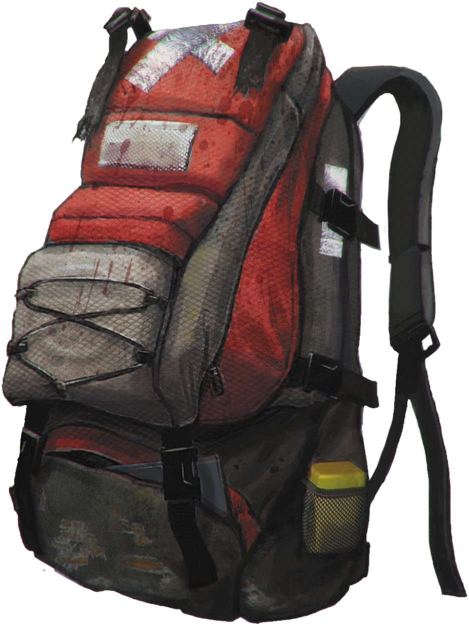
If you aren’t sure which items are “static” and which are “random,” simply look at the maps throughout this guide: Static objects always appear on the maps, so you know where to find them. Random ones obviously do not.

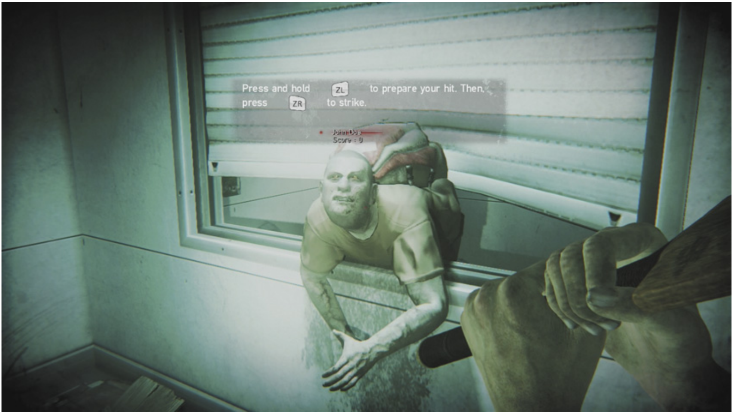
RESOURCE TYPES // GEAR // COMPLETE LIST

The largest selection of resources fit into the “Gear” category. They are all static items. They aren’t healing items, and they aren’t weapon-based and used to destroy the Infected, but they are critical to your progression. Some of this gear is unique, but some appear multiple times.

GEAR

BACKPACK (BOB)

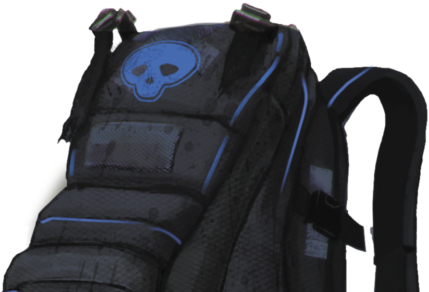


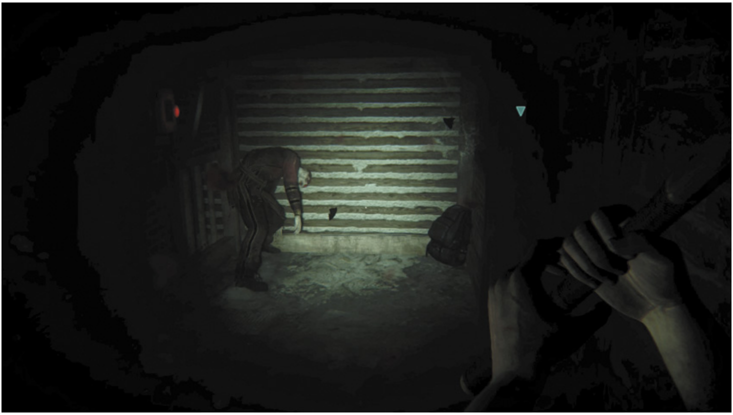


Press and hold ZL to prepare your hit. Then, press ZR to strike.

- Effect: Allows up to 10 items to be stored and carried.
- Where Found: Mission 01: Pried from the back of a recently deceased and newly infected Survivor, near the Safe House.

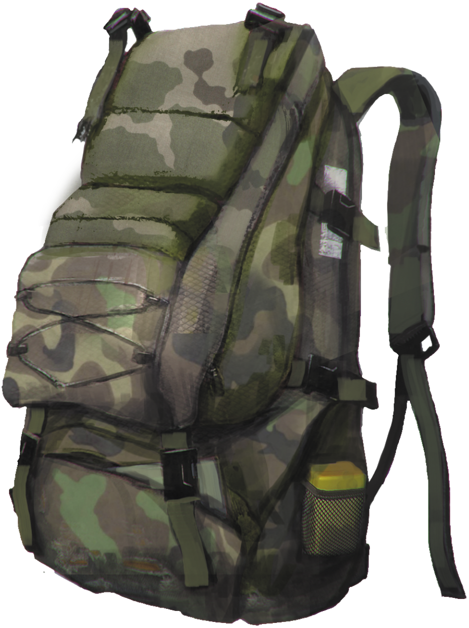
BACKPACK (BOB) // XL BACKPACK





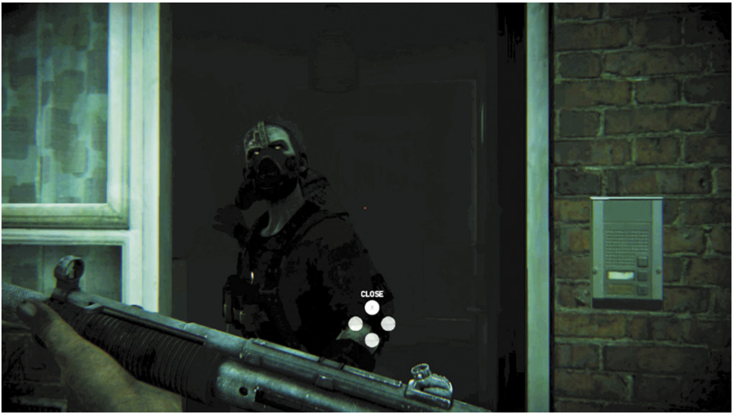
- Effect: Allows up to 12 items to be stored and carried.
- Where Found: Mission 06: Hidden in a long crawl space, found while exiting Buckingham Palace interior.

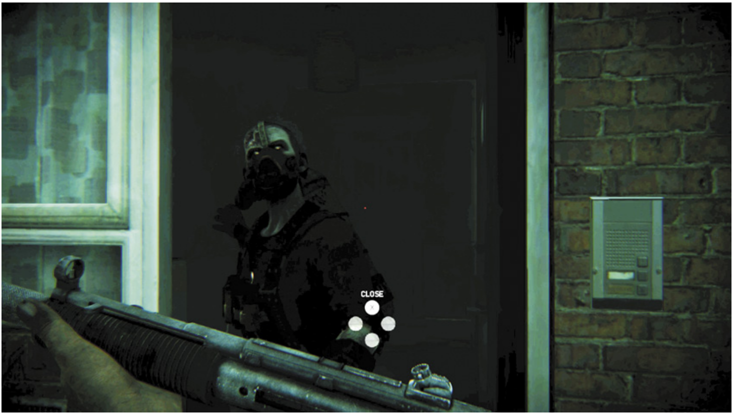
BACKPACK (BOB) // XXL BACKPACK



- Effect: Allows up to 16 items to be stored and carried.
- Where Found: Mission 11A: Spitalfields Green (Quaker Park), found in a dirt yard off the park, via a cracked wall; need C4 to uncover.
- This backpack initially allows you to carry up to 10 items (as you progress, XL and XXL Backpacks become available that increase the capacity still further). Certain items, such as ammunition, can be combined into a single slot; test this out by dropping items of the same type on top of each other.
- Place items you use the most in your corner “holsters” rather than in the bag, as you have to stop and search your backpack every time you want to use an item (except for ammunition, which can be reloaded, and planks, which are automatically used when needed).
- The only reason to keep ammo viewable at all times (in your holsters) is if you want a specific count of how many bullets you have left.
- Remember to discard any items you don’t want or wish to return to grab at a later date; just drop them from either slot cluster or the BOB. It’s also a good idea to gather items, return to the Safe House, and deposit in the Safe House Chest anything you aren’t using right now.

FLASHLIGHT



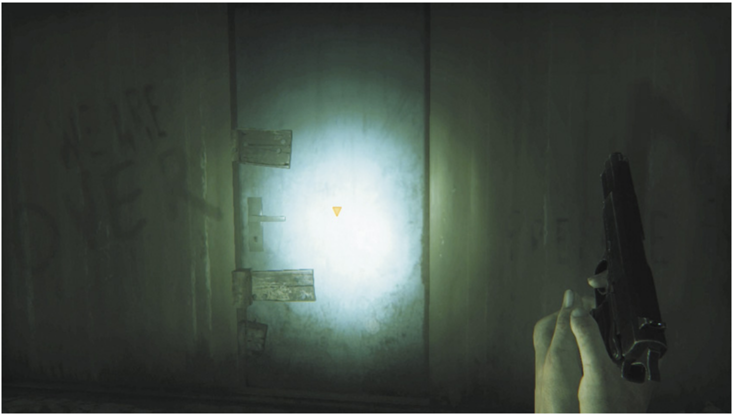


- Effect: Lights your way; attracts Infected.
- Where Found: Mission 00: On your person at the start of your adventure.
- The flashlight, also known as a torch, illuminates the area around you and is strapped to your chest.
- It runs off a special battery that ticks down from 99 to 0, flickering when only 10 points of power are left.
- It takes around 250 seconds, or just over four minutes, for the battery to die, after which the flashlight recharges, taking around 10 seconds to reach full power again.
- You can turn the flashlight off [1] and on [2] from your Prepper Pad, even during the time it takes to recharge (the power points tick down from where the recharge level reached, or you can wait for a full recharge).
- The Infected are drawn to this light, so you need to balance seeing a location in better light compared to attracting

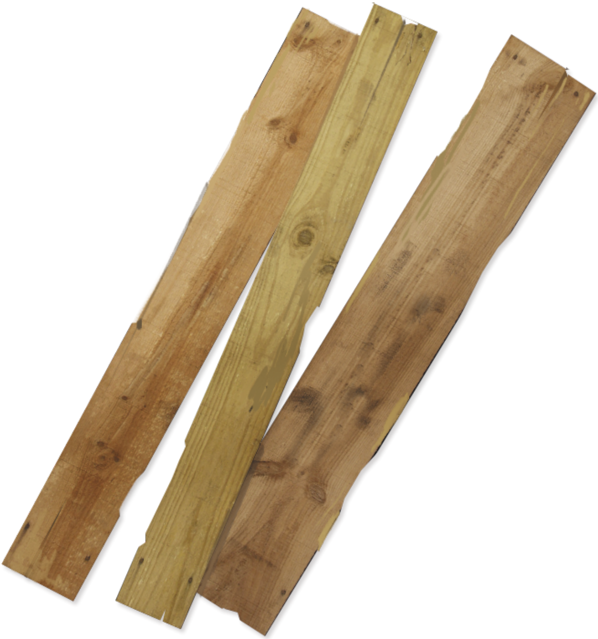
attention from rotting foes.

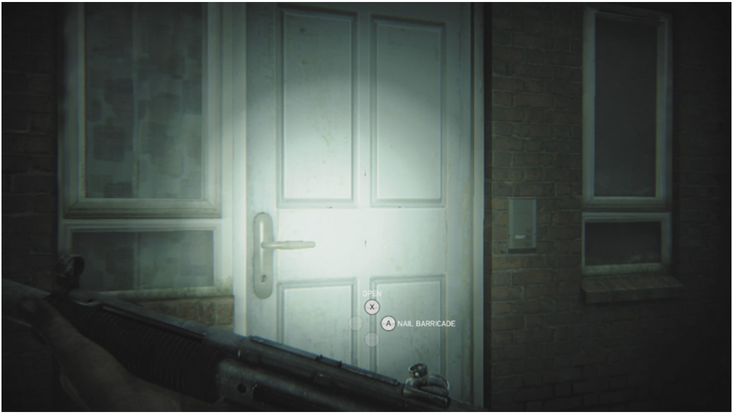
- It’s usually helpful to keep the flashlight on at all times when you’re first exploring an area, unless specified in this guide.
- It is also much safer to turn the flashlight off and let it recharge when you’re in a safe area, in between investigations and battles.
- The Prepper Pad also gives off light when used as a scanner. Be wary of that, too!

HAMMER



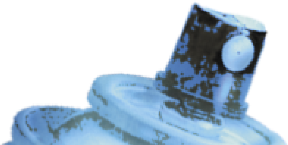
ITEM // PLANKS





- Effect: Allows you to build or remove barricades.
- Where Found: Mission 02: Inside a metal cabinet within Brick Lane Supermarket.
- The hammer allows you to remove any barricades from doors that you, or anyone else, have made.
- It also allows you to erect a barricade (effectively strengthening a door so the Infected can't open it). This uses up one set of "planks."
- To remove barricades, tap your GamePad rapidly. This works in the same way as removing manholes, and it takes roughly eight "taps" to dislodge the cover.
- See if you can rapidly tap your GamePad eight times (use both thumbs and one finger) to shorten the time you're doing this as much as possible (as you're open to attack in more dangerous areas).

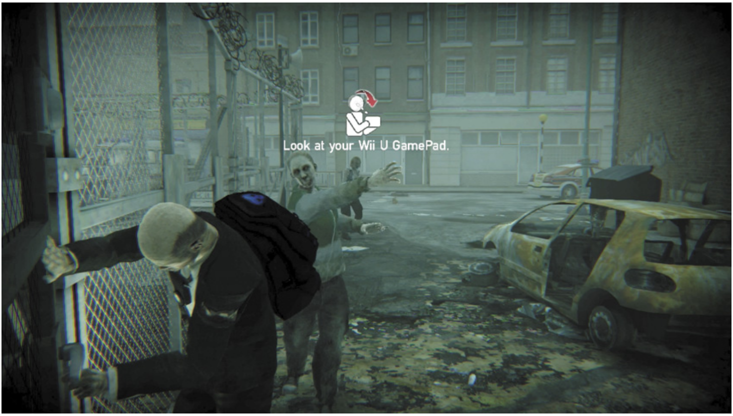
SPRAY CAN



- Effect: Enables you to write online messages.
- Where Found: Safe House (and three other locations; see walkthrough for details).
- This item can be found at several locations, but the easiest way to get it is to loot the closet near the Safe House's manhole.
- As soon as you get the spray can, it will not be available anymore in the other locations. Look to the maps in this guide if you want to know the other locations.
- Make sure you're online, then utilize the spray can as described in the previous chapter to "tag" areas of interest for your friends to investigate (for example, indicate treasure or a horde, depending on how helpful you want to be with

your messages!).

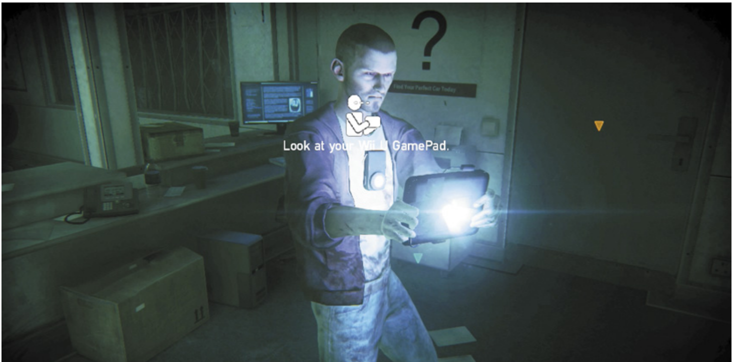
LOCKPICKING TOOL

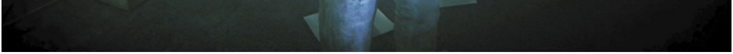


- Effect: Some locked doors and gates can be picked.
- Where Found: Mission 04: Victoria Memorial, in the metal container, close to the Shelter, near the palace gates.

- Certain doors are marked as “locked,” but not all can be opened by this tool. Doors that don’t allow the lockpicking tool are usually sealed from the other side and require you to enter from a different direction or to use another item.
- Use your finger or thumb on the GamePad screen to line up with the end of the tool, moving it in a curve until a white circle around the lock forms.
- Move the tool left and right until the circle forms, then stop. Once the circle is formed, repeat this process until the entire lock is compromised and you can open the door.

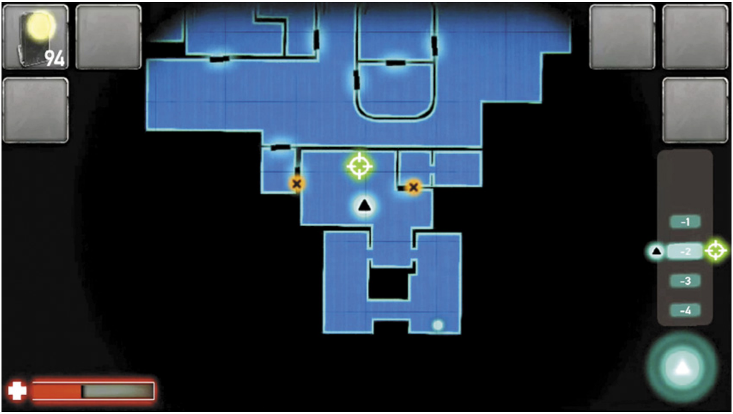
PREPPER PAD



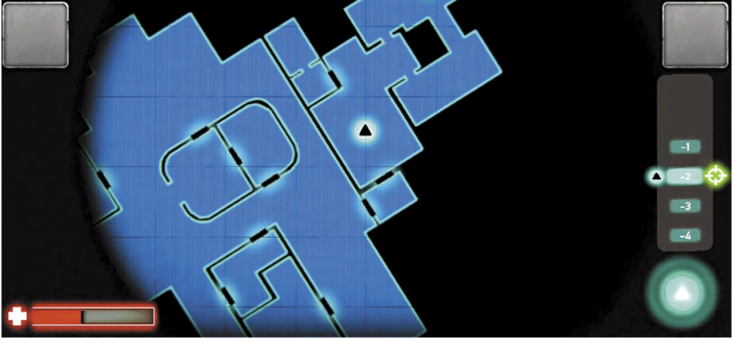


- Effect: Offers communication, mapping, resource management, and other functionality.
- Where Found: Mission 01: Inside the Safe House, on the workbench.
- The Prepper Pad is the ultimate all-in-one survival device. You can upgrade its smart-map, scanner, and radar as you progress. The number on the Prepper Pad icon indicates its level. The higher the Pad's level, the more features become available.
- The Prepper Pad links directly to the Prepper, and he communicates to you through this. Don't lose it!

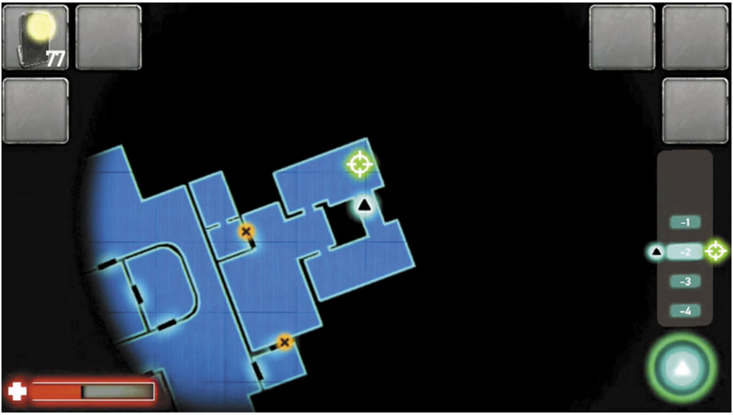
The following upgrades are available for this valuable piece of equipment:



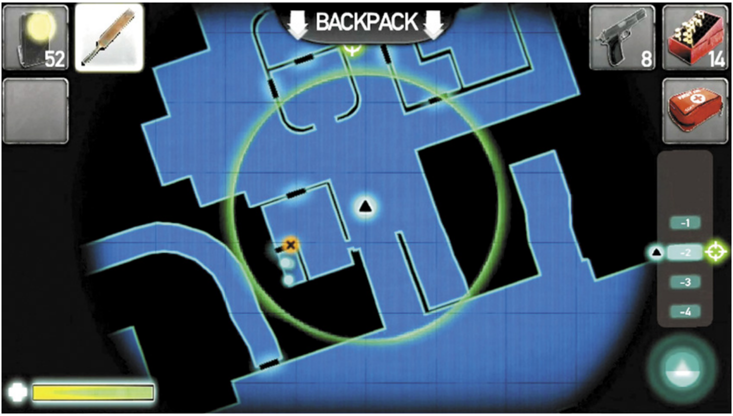
- Prepper Pad Level: 0
- Features: Holster
- How Upgraded?: Available immediately



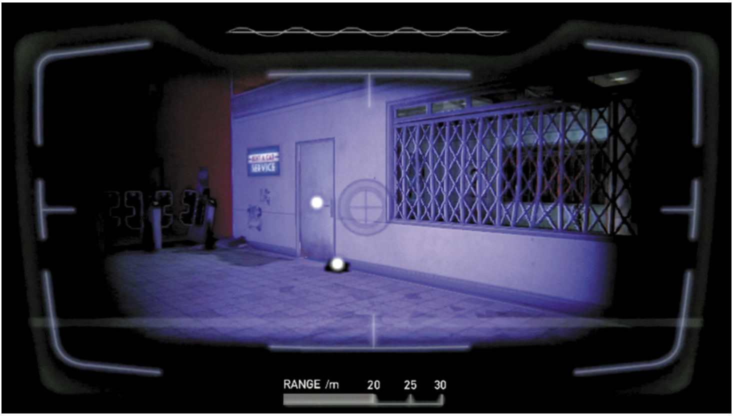
- Prepper Pad Level: 1
- Features: Map
- Upgrade 1: Smart Map
- How Upgraded?: Available immediately



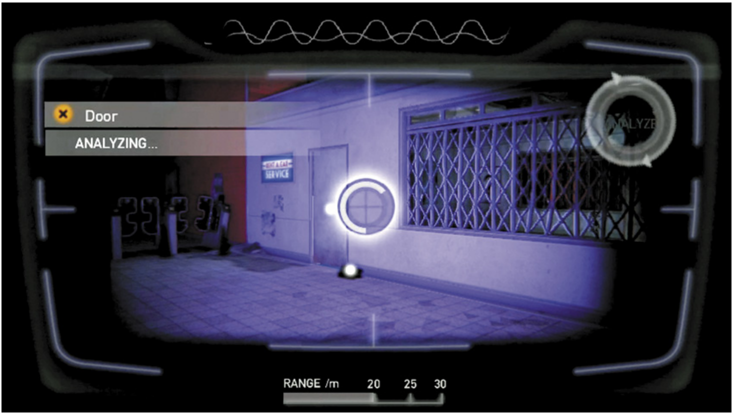
- Prepper Pad Level: 1
- Features: Map
- Upgrade 2: Objective markers
- How Upgraded?: Available immediately



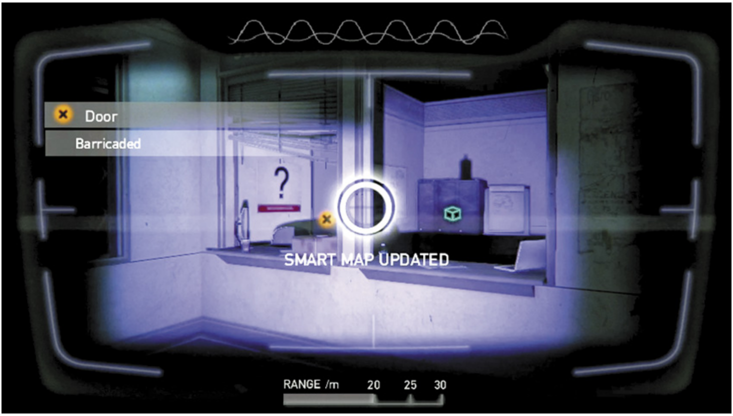
- Prepper Pad Level: 1
- Features: Map
- Upgrade 3: Manual radar
- How Upgraded?: Available immediately



- Prepper Pad Level: 1
- Features: Scanner
- Upgrade 1: Short-range scanning (20 meters)
- How Upgraded?: Available immediately

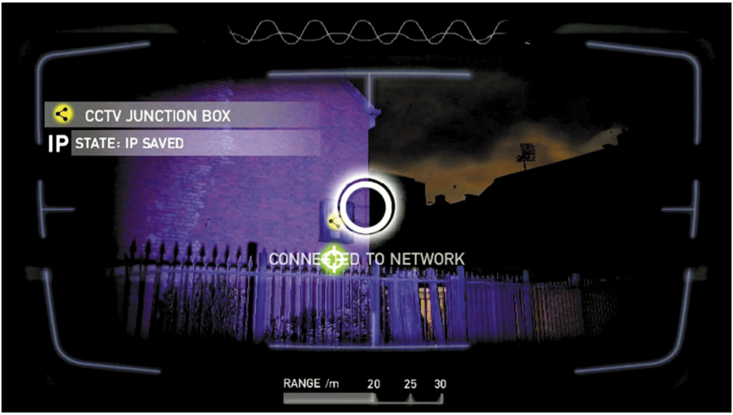


- Prepper Pad Level:1
- Features: Scanner
- Upgrade 2: Object scanning (“Analyzing”)
- How Upgraded?: Available immediately

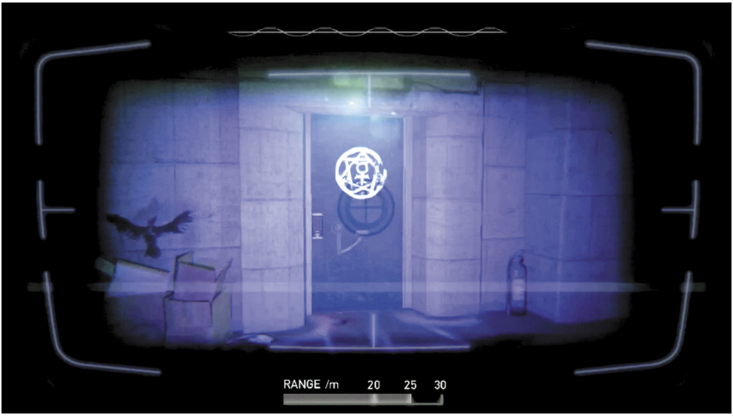


- Prepper Pad Level: 1
- Features: Scanner
- Upgrade 3: Object tagging

- How Upgraded?: Available immediately

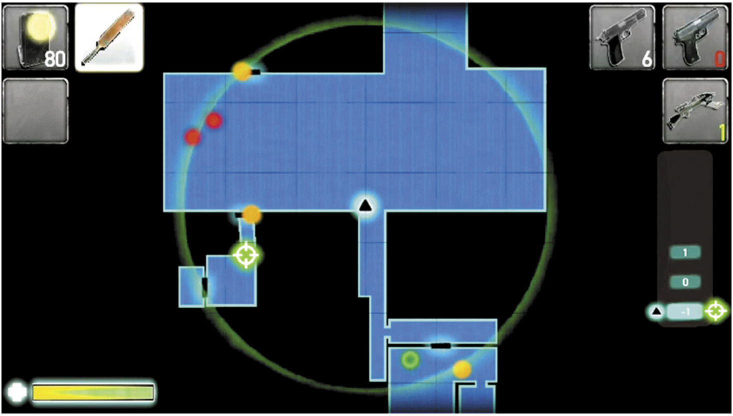


- Prepper Pad Level: 1
- Features: Scanner
- Upgrade 4: CCTV Junction Box hacking
- How Upgraded?: Available immediately

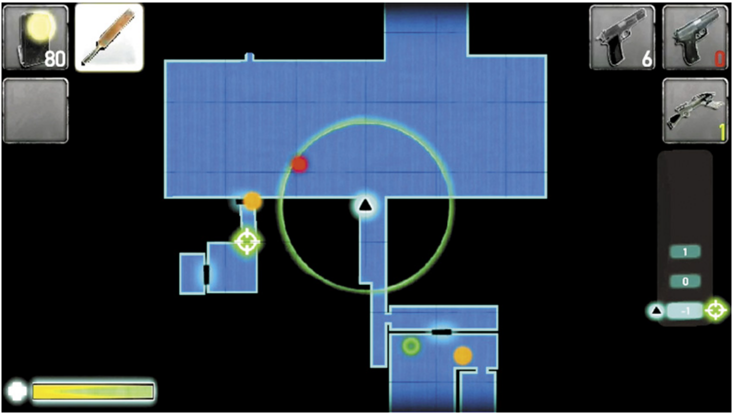


- Prepper Pad Level: 1
- Features: Scanner

- Upgrade 5: Black Light Utilization
- How Upgraded?: Available immediately

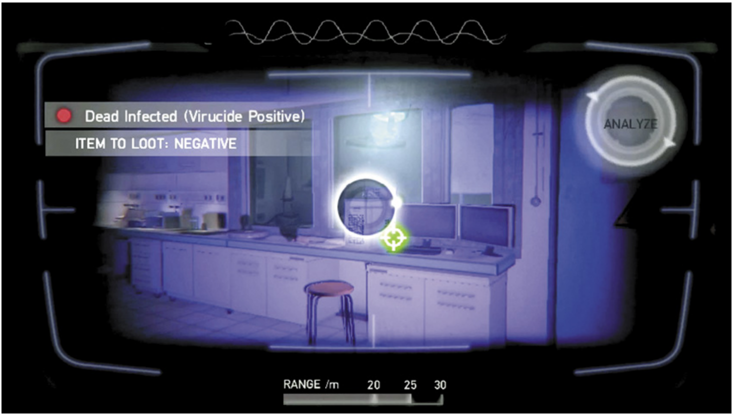


- Prepper Pad Level: 2
- Features: Map
- Upgrade 4: Longer-range radar
- How Upgraded?: Mission 06: Upgrade by Dr. Knight

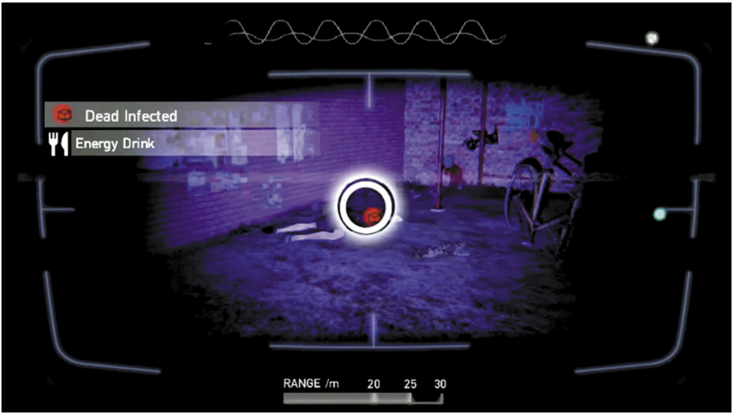


- Prepper Pad Level: 2

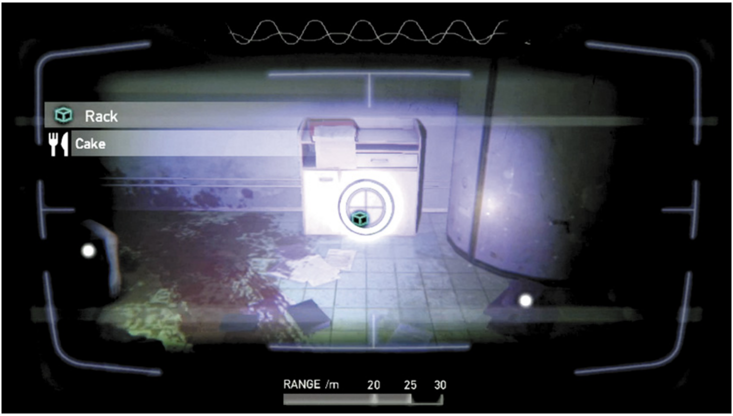
- Features: Map
- Upgrade 5: Automatic radar
- How Upgraded?: Mission 06: Upgrade by Dr. Knight



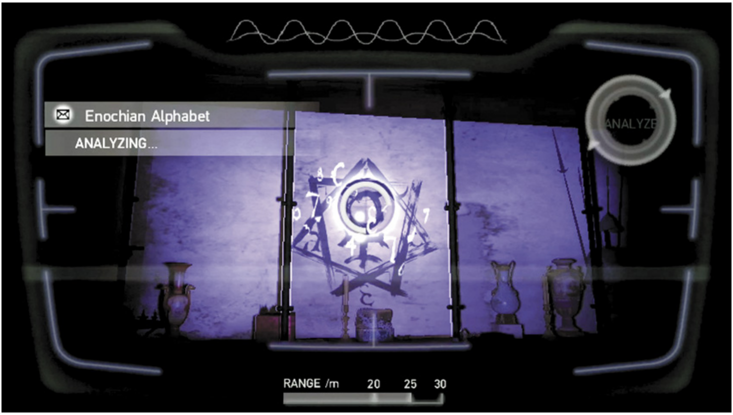
- Prepper Pad Level: 2
- Features: Scanner
- Upgrade 6: Infected Virucide scanning
- How Upgraded?: Mission 06: Upgrade by Dr. Knight



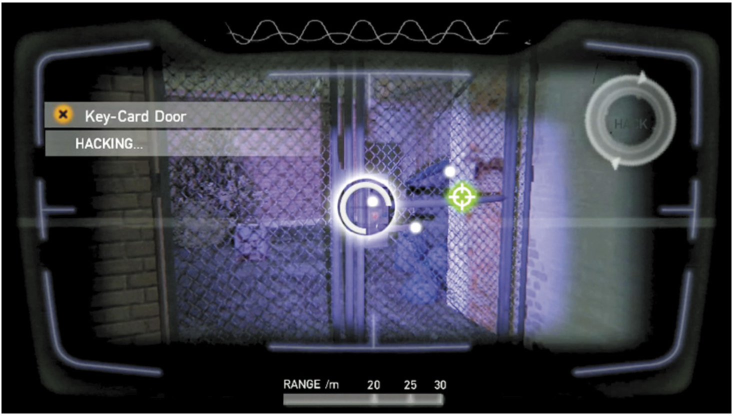
- Prepper Pad Level: 2
- Features: Scanner
- Upgrade 7: Infected item scanning (information)
- How Upgraded?: Mission 06: Upgrade by Dr. Knight



- Prepper Pad Level: 2
- Features: Scanner
- Upgrade 8: Container item scanning (information)How Upgraded?: Mission 06: Upgrade by Dr. Knight

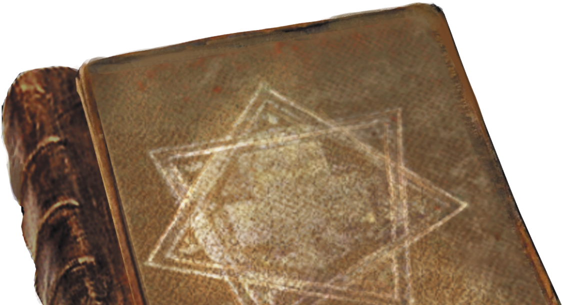


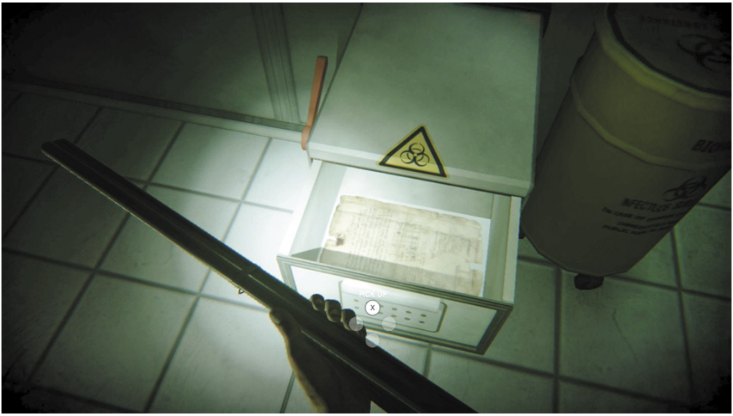
- Prepper Pad Level: 3
- Features: Scanner
- Upgrade 9: Decipher Enochian alphabet
- How Upgraded?: Mission 10: Upgrade in Raven's Bunker



- Prepper Pad Level: 4
- Features: Scanner
- Upgrade 10: Door/system hacking Mission 11B:How Upgraded?: Upgrade at Vikram's Petrol Station

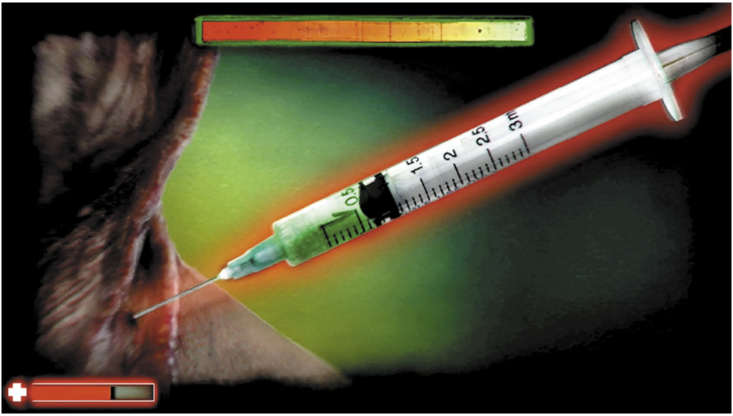
LETTERS OF DEE

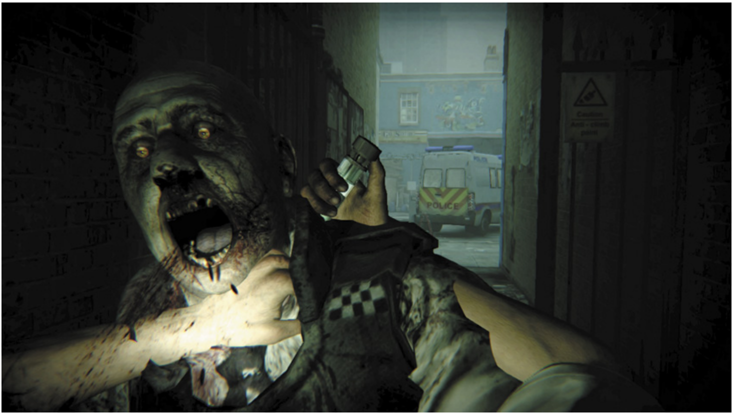




- Effect: Knowledge is gained regarding the historical documentation of the Blight by Dee.
- Where Found: Mission 08: Various locations across London.
- In order to complete this adventure, you need to locate and gather all seven of these collectible letters.
- They provide some historical context, and Dr. Knight requires them in the Palace Bunker.
- Look to the walkthrough and the appendices for their locations.

VIRUCIDE SYRINGE





- Effect: Injects a foe with poison, preventing them from grabbing and eating you.
- Where Found: Mission 06: Palace Bunker, inside Dr. Knight's Laboratory (first occasion).
- Dr. Knight hands you the Virucide syringe toward the end of Mission 06.
- The syringe is filled by plunging it into the corpse of an Infected that has specific antibodies.
- Not all Infected carry these antibodies. You can kill all foes and search them individually, or you can scan them to discover if they have the antibodies prior to attacking them.
- When the syringe is full, you can plunge it (by hitting quickly) into the neck of a foe that is trying to grab and eat you, killing it and saving your life.
- When the syringe is empty, it needs to be refilled as soon as possible.
- This essentially grants you another life, saving you from being killed during a grab.

Note

C4 explosives are detailed later in this chapter, although they are technically classified as "Gear."

RESOURCE TYPES // ITEM // FOOD AND MEDIPACKS

The following items revive you to some degree. They can all appear as static or random items. Consume them by placing them in your corner clusters (holsters) to access them easily. Or stop and rummage in your backpack and then consume them. Each health item adds the following points back to your health:

Note

When you are fully healed, without a scratch on you, Survivors have 100 Hit Points (HP).

FOOD AND MEDIPACKS

SODA

- Effect: HP +10

A thirst-quenching soft drink.

CHOCOLATE

X-TRA
chocolate bar
Contents: Choco, milk, other stuff highly
Contents: Choco, milk, other stuff highly

- Effect: HP +10

A delicious bar of fine English chocolate.

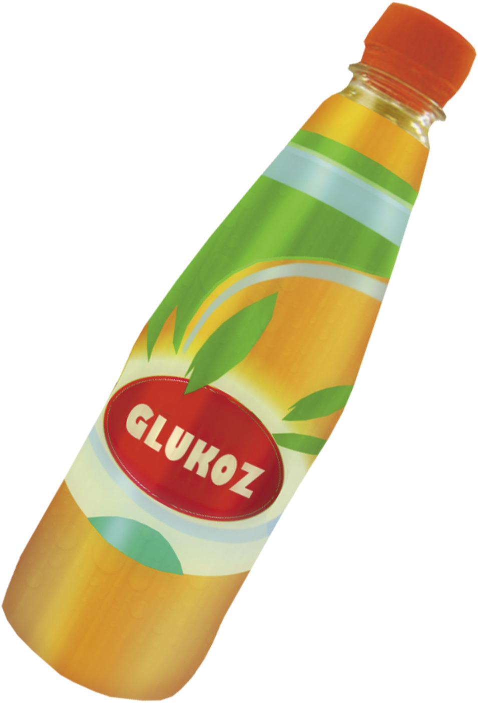
ENERGY DRINK

Energy
High Energy Gel
42000 06200

- Effect: HP +10

A fortifying drink to keep you up and peaking.

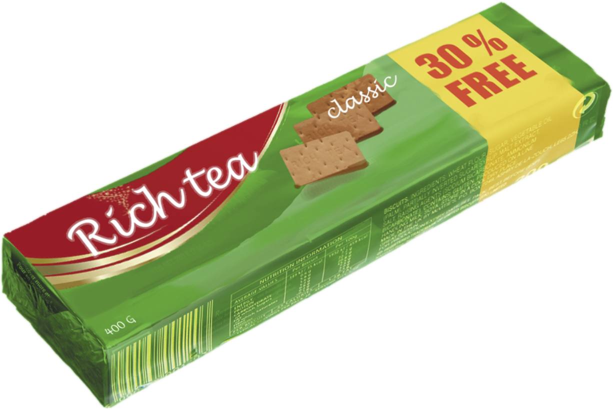
FRUIT JUICE



- Effect: HP +10

Made with real fruit puree! And lots of sugar.

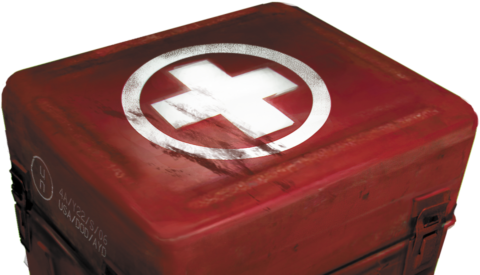
CAKE



- Effect: HP +20

A dense, moist treat that really hits the spot.

MEDIUM MEDIPACK



- Effect: HP +40

Essential painkillers and bandages.

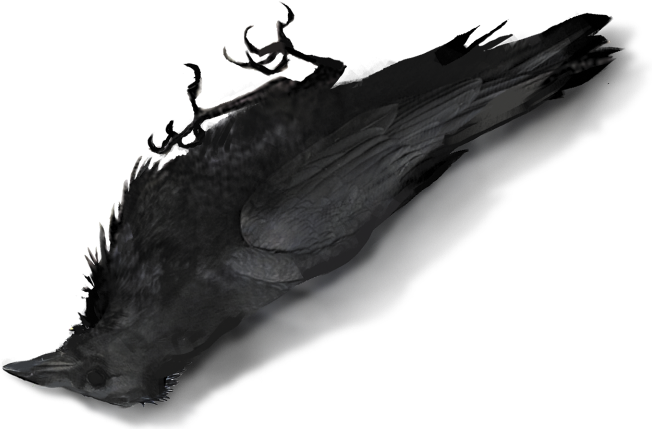
LARGE MEDIPACK

4A/Y22/S/06
USA/DOD/AYD

- Effect: HP +80

A portable triage in a box. Use only in the direst of emergencies!

ANIMAL MEAT



- Effect: HP +15 (50% chance)
- Effect: HP –10 (50% chance)

The remains of a recently slain rat or raven.

Caution

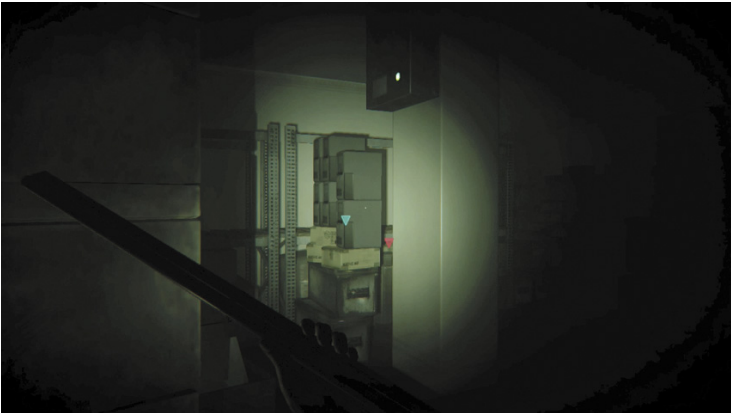
Animal meat is an acquired taste; it can be found randomly and on the tiny corpses of any rats or ravens you want to hunt yourself. Watch out, though; it's quite dangerous to feast on these remains, as there's a 50 percent chance the meat is rancid, poisoned, or rotten!

COLLECTIBLES // TRACKING

Before embarking on your missions, look out for the following areas, objects, and items. These are important enough to be tracked by this guide. Find a list of where they appear throughout the guide, and check the Appendices.

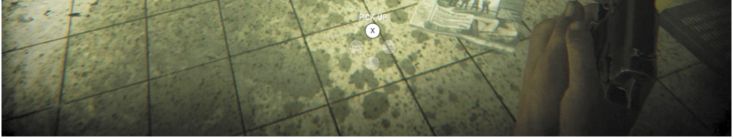
TRACKING

CCTV JUNCTION BOXES

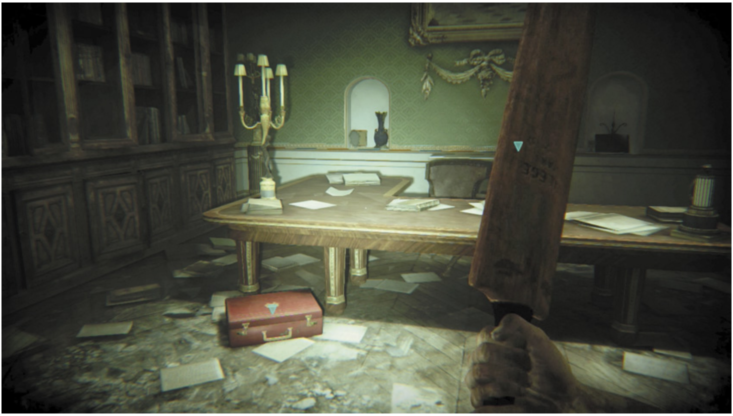


These activate the Smart Map and give a picture on your CCTV Monitors at the Safe House when scanned.

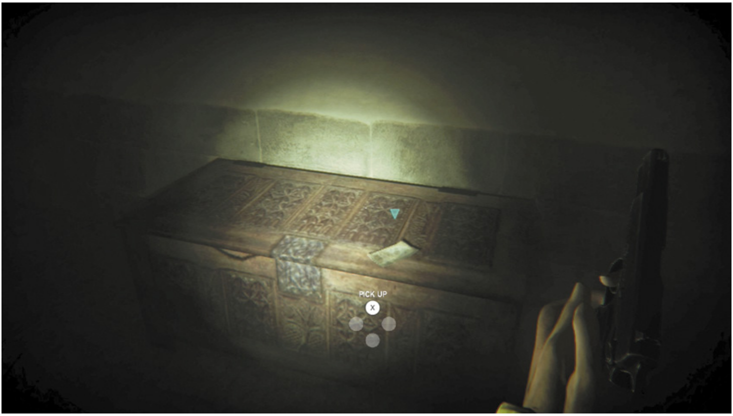
NOTEPAD DOCUMENTS



- Number available (Newspapers): 7



- Number available (Queen's Letters): 6

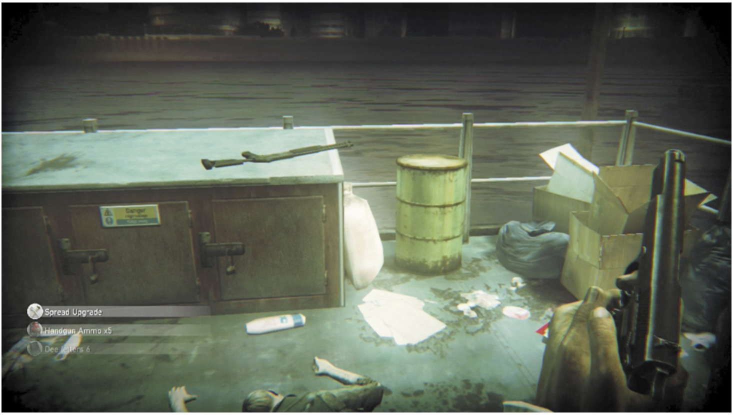


- Number available (Black Prophecy): 4

- Number available (Total): 17

These are newspapers, Queen’s Letters, and strange Black Prophecy documents. They shed more light on the Blight.

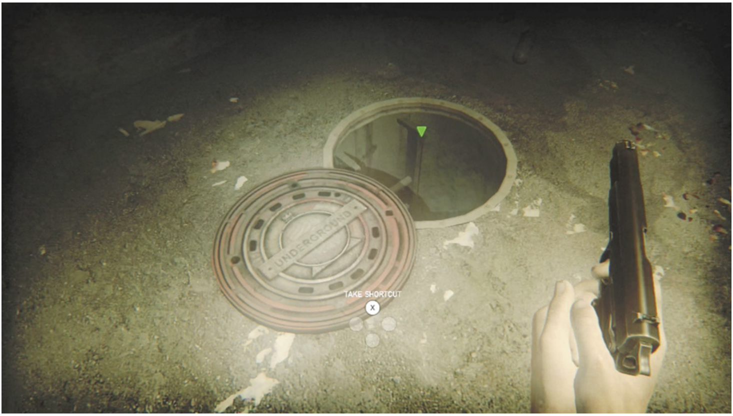
WEAPONS



- Number available: 15

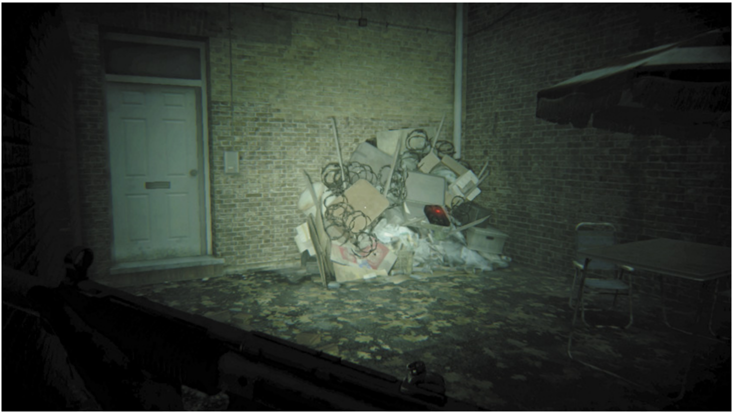
Only weapons that are static (not flares, grenades, Molotov cocktails, or mines) are tracked.

MANHOLES



Locate these to obtain a shortcut between London locations.

C4 CRACKED WALLS



- Number available: 8

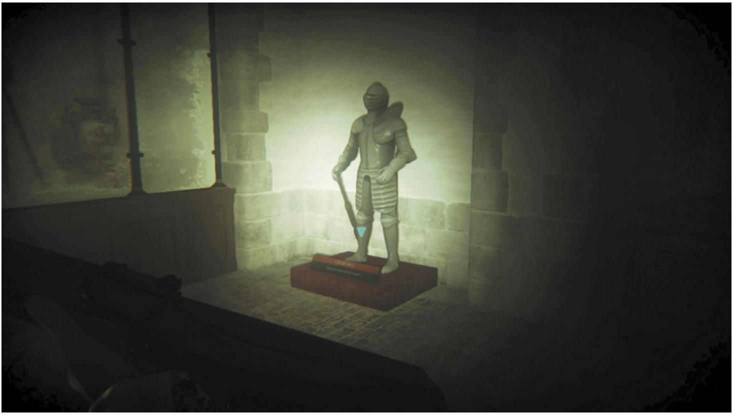
These are piles of trash and detritus, behind which is a weakened and cracked wall. Use C4 to blow these up.

BLACKLIGHT CODES

Look at your Wii U GamePad.

When your Prepper Pad can decipher the Enochian alphabet (during Mission 10), new doors can be opened.

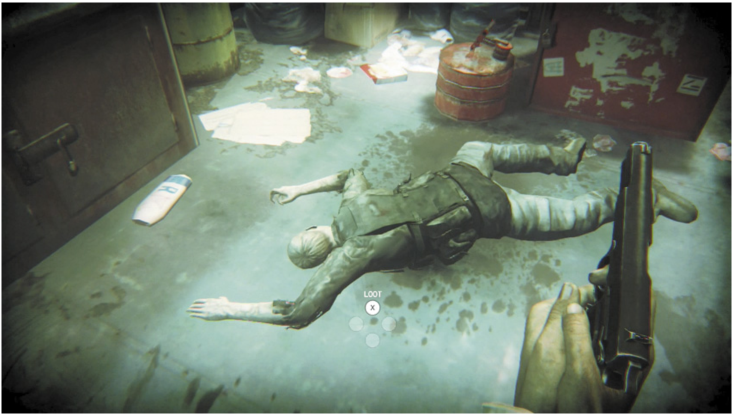
WEAPON UPGRADES



- Number available: 49

These augment your weaponry and improve their functionality. They are detailed later in this chapter.

DEE'S LETTERS



- Number available: 7

These are found throughout Mission 08. Dr. Knight needs these badly to help him find a panacea.

RESOURCE TYPES // ITEM // AMMUNITION

The following items are used in conjunction with the various firearms and ranged weapons you collect. They can all appear as static or random items. Grab and place them in your backpack, as you automatically use them when you reload. Drop ammo boxes on top of each other in your backpack menu to “merge” them. Also try reloading the associated weapon to use up ammo boxes, freeing space in your inventory.

The number of bullets, shells, or bolts you receive each time you pick up ammo is randomly set. The following indicates the maximum number per box or clip.

AMMUNITION

HANDGUN AMMO

- Maximum Ammo in a Box: Up to 20.

Ammunition used for the L9A1 Browning and HK P226.

SHOTGUN AMMO

SHOTSHELLS
Troigton
QUALITY MAGNUM TURKEY LOADS

- Maximum Ammo in a Box: Up to 10.

Ammunition used for the double-barrel shotgun, Remington 870, and Benelli M4 Tactical.

CARBINE AMMO

- Maximum Ammo in a Box: Up to 15.

Ammunition used for the Lee Enfield No.4 MK1 and Remington 770.

MAGNUM AMMO

CORGEAR
PRECISION
357 MAGNUM
125GR FULL METAL JACKET
357 MAGNUM

- Maximum Ammo in a Box: Up to 12.

Ammunition used for the Desert Eagle Magnum.

SUBMACHINE GUN AMMO

British Cur
B.C. 5.56 AMMO
30 CENTERFIRE RIFLE CARTRIDGES

- Maximum Ammo in a Box: Up to 45.

Ammunition used for the MP5 SD and UMP45.

ASSAULT RIFLE AMMO

BEAR
7.62 x 39mm
122GR. FMJ
COPPER JACKETTED
STEEL CASE
NON-CORROSIVE
20 CARTRIDGES
Made in England

- Maximum Ammo in a Box: Up to 45.

Ammunition used for the AK-47 and SA80a2.

M2 TURRET AMMO

- Maximum Ammo in a Box: Up to 90.

Ammunition used for the M2 Turret.

CROSSBOW BOLTS

- Maximum Ammo in a Box: Up to 8.

Ammunition used for the hunting crossbow.

WEAPONS // AVAILABLE WEAPONRY

In order to fully serve the surviving Londoners scraping together ammunition and weaponry, along with the last vestiges of hope, we present specific statistical evidence of every available weapon. This information is shown in the following tables, allowing you to compare all the weapons and their abilities with any other weapon. That way, you can choose the weapon you think best suits your play style. After a more specific rundown of each available weapon, additional tables show exactly what benefits there are from both upgrading your weaponry and leveling up in your skill for each weapon type.

AVAILABLE WEAPONRY // WEAPONS TABLES

The following tables show you statistical information on every weapon.

WEAPONS TABLE // OVERVIEW

This table gives you an overview of the capabilities of every available weapon. Here’s what each column of information means:

- Weapon Name: The name of the weapon, as it appears in the guide and game.
- Type: The mechanism that the weapon uses.
- Caliber: The size of the projectile the weapon fires.
- Capacity: How much ammunition this weapon holds when fully loaded.
- Slot Capacity: How much ammunition a box of this weapon’s ammo type can hold when placed in your backpack.
- Attachments: Whether this weapon has a silencer or scope.

Weapon Name	Type	Caliber	Capacity	"Slot Capa"	**Attachments - Silencer**	**Scope**
AK-47	Full-auto	5.56 mm	30	45	NA	NA
SA80a2	Semiauto/Full-auto	5.56 mm	30	45	NA	NA

Weapon Name	Type	Caliber	Capacity	"Slot Capa"	**Attachments - Silencer**	**Scope**
Lee Enfield No4 MK1	Bolt action	Carbine	1	15	NA	NA
Remington 770	Bolt action	Carbine	5	15	NA	?(x4)

Weapon Name	Type	Caliber	Capacity	"Slot Capa"	**Attachments - Silencer**	**Scope**
Hunting Crossbow	Draw action	Bolt	1	8	?	? (x4)

Weapon Name	Type	Caliber	Capacity	"Slot Capa"	**Attachments - Silencer**	**Scope**
L9A1 Browning	Semiauto	9 mm	13	20	NA	NA
HK P226	Semiauto	9 mm	15	20	NA	NA
Magnum	Semiauto	0.357	9	12	NA	NA

WEAPON NAME	**FUNCTION**	**EFFECT**
Cricket bat	Secondary weapon. Indestructible. Using it consumes your stamina.	Hit

Weapon Name	Type	Caliber	Capacity	"Slot Capa"	**Attachments - Silencer**	**Scope**
M2 Turret	semi-auto	M2	400	90	NA	NA

WEAPON NAME	**FUNCTION**	**EFFECT**
Fire Barrels	Shoot it to trigger a burning area of effect (6 seconds).	Burn
Gas Tank (Large)	Shoot it to trigger a large explosion.	Explode
Gas Tank (Little)	Shoot it to trigger a small explosion.	Explode

Weapon Name	Type	Caliber	Capacity	"Slot Capa"	**Attachments - Silencer**	**Scope**
Double-Barrel Shotgun	Pump action	12 mm	2	10	NA	NA
Remington 870	Pump action	12 mm	4	10	NA	NA
Benelli M4 Tactical	Semiauto	12 mm	7	10	NA	NA

Weapon Name	Type	Caliber	Capacity	"Slot Capa"	**Attachments - Silencer**	**Scope**
MP5 SD	Semiauto /Full-auto	SMG	30	45	NA	NA
UMP45	Semiauto /Full-auto	SMG	25	45	NA	NA

WEAPON NAME	**FUNCTION**	**EFFECT**
Flare	Throw it to attract zombies where it goes, regardless of their condition.	Attract
Grenade	A basic grenade. Explodes 4 seconds after being thrown.	Explode
Molotov cocktail	Triggers a burning area of effect that consumes zombies by time (6 seconds).	Burn
Mine	Activate it on ground to create a trap.	Explode
C4	Quest item. Fix it on contextual spots for opening new areas.	Explode

WEAPONS TABLE // STATISTICAL EVIDENCE

This table goes a step further, revealing the precise damage numbers (in Hit Points) each weapon inflicts, plus a host of other helpful and important information. Here's how it all breaks down:

- Weapon Name: The name of the weapon, as it appears in the guide and game.
- Inflicted Damage—Range (meters)*: The damage the weapon inflicts on a foe; depends on range.
- Kill Shots (Short/Far): The number of bullets it takes to kill a basic Blighter Infected at short/far distances.**
- Fire Rate (RPM/Time)*: This is how quickly each shot is fired, shown in rounds per minute and per bullet.
- Reload: How long, in seconds, it takes to reload this weapon.
- Spread (Idle/Move)*: How the cone of dispersion opens. The larger the number, the less accurate the weapon is at range. The numbers change depending on whether you're stationary or moving.

- Penetration Power: Number of penetrating layers; this allows you to shoot off an armored guard's helmet or shoot through a foe and damage a second enemy, depending on whether this number is above 0.
- Ammo*: Ammunition per clip or magazine.
- Critical Ratio: The possibility that a close-range headshot results in an instant kill.

Note

* This is one of four statistics that can be improved with upgrades.

Note

** Short/far distances can be seen on the "Inflicted Damage" bar graph. Short range is when the weapon is inflicting maximum damage. Far range is when the weapon is inflicting minimum damage.

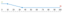
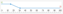
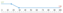
Tip

What's with the metric system? Meters? If you want to calculate your distances in feet, simply figure out that there's around 33 feet per 10 meters. So a Magnum inflicts 118 HP damage at 30 meters, or 99 feet.

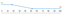
Weapon Name	Inflicted Damage - Range (Meters)	Kill Shots (Short/Far)	Fire Rate (RPM/Time)	Reload	Spread (Idle/Move)	Penetration Power	Ammo	Critical Ratio
AK-47		(6) - (9)	705 RPM 0,085s	3,56s	2,6 /4,0	0 > 1	30	-
SA80a2		(5) - (7)	571 RPM 0,105s	3,3s	2,35 / 3,65	1	30	-

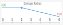
Weapon Name	Inflicted Damage - Range (Meters)	Kill Shots (Short/Far)	Fire Rate (RPM/Time)	Reload	Spread (Idle/Move)	Penetration Power	Ammo	Critical Ratio
Lee Enfield No.4 MK1		(3) - (5)	32 RPM 1,87s	4,4s	0,95 / 2,3	0 > 1	10	14% / 6m
Remington 770		(2) - (3)	32 RPM 1,87s	4,4s	1,65 / 3,15	2 > 3	5	-

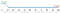
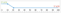
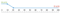
Weapon Name	Inflicted Damage - Range (Meters)	Kill Shots (Short/Far)	Fire Rate (RPM/Time)	Reload	Spread (Idle/Move)	Penetration Power	Ammo	Critical Ratio
Hunting Crossbow		(4) - (7)	Reload Time	3,33s	0,95/ 2,1	0	1	100% / 50m

Weapon Name	Inflicted Damage - Range (Meters)	Kill Shots (Short/Far)	Fire Rate (RPM/Time)	Reload	Spread (Idle/Move)	Penetration Power	Ammo	Critical Ratio
L9A1 Browning		(5) - (10)	200 RPM 0,3s	3,45s	1,0 / 2,0	0	13	14% / 3m
P226		(6) - (12)	231 RPM 0,26s	2,88s	0,85 / 2,0	0	15	-
Magnum		(2) - (3)	188 RPM 0,32s	3,26s	0,9 / 2,2	1	9	20% / 3m

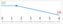
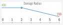
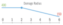
Weapon Name	Inflicted Damage - Range (Meters)	Kill Shots (Short/Far)	Fire Rate (RPM/Time)	Reload	Spread (Idle/Move)	Penetration Power	Ammo	Critical Ratio
Cricket Bat	70 dmg	(5) - (5)				0	8	5%

Weapon Name	Inflicted Damage - Range (Meters)	Kill Shots (Short/Far)	Fire Rate (RPM/Time)	Reload	Spread (Idle/Move)	Penetration Power	Ammo	Critical Ratio
Browning M2		(4) - (6)	750 RPM 0,08s	4,83s	3,0 / 3,0	1	400	

Weapon Name	Inflicted Damage - Range (Meters)	Kill Shots (Short/Far)	Fire Rate (RPM/Time)	Reload	Spread (Idle/Move)	Penetration Power	Ammo	Critical Ratio
Fire Barrels		(7) - (7)	-	-	-	-	-	-
Gas Tank (Large)		(1) - (3)	-	-	-	-	-	-
Gas Tank (Little)		(3) - (7)	-	-	-	-	-	-

Weapon Name	Inflicted Damage - Range (Meters)	Kill Shots (Short/Far)	Fire Rate (RPM/Time)	Reload	Spread (Idle/Move)	Penetration Power	Ammo	Critical Ratio
Double-Barrel Shotgun		(1) - (2)	120 RPM 0,5s	Left : 1,0s/Right : 0,87s/Add : 1,96s	5,0 / 7,5	0 > 1	2	14% / 3m
Remington 870		(2) - (3)	51 RPM 1,17s	Shell : 0,73s/Add : 1,5s	4,2 / 5,8	0	4	
Benelli M4 Tactical		(2) - (3)	125 RPM 0,48s	Shell : 0,73s/Add : 0,8s	4,5 / 5,7	0	7	

Weapon Name	Inflicted Damage - Range (Meters)	Kill Shots (Short/Far)	Fire Rate (RPM/Time)	Reload	Spread (Idle/Move)	Penetration Power	Ammo	Critical Ratio
MP5 SD		(9) - (12)	800 RPM/0,075s	4,17s	2,9 / 4,1	0	30	
UMP45		(7) - (10)	600 RPM/0,1s	4,38s	2,2 / 3,5	0 > 1	25	

Weapon Name	Inflicted Damage - Range (Meters)	Kill Shots (Short/Far)	Fire Rate (RPM/Time)	Reload	Spread (Idle/Move)	Penetration Power	Ammo	Critical Ratio
Flare	0 dmg	-	-	-	-	0	8	5%
Grenade		(1) - (4)	-	-	-	-	-	-
Molotov		(7) - (7)	-	-	-	-	-	-
Mine		(1) - (3)	-	-	-	-	-	-
C4		(1) - (3)	-	-	-	-	-	-

WEAPONS // DETAIL

The following section shows each weapon being utilized in a combat situation. We provide a thorough inspection of how each weapon compares to similarly specced weaponry, the weapon's strengths and weaknesses, and whether it is recommended for you.

MELEE // CRICKET BAT

COLLEGE STAR

"Go on. Pick up the Cricket Bat. Don't be squeamish. Then knock those Infected for six."

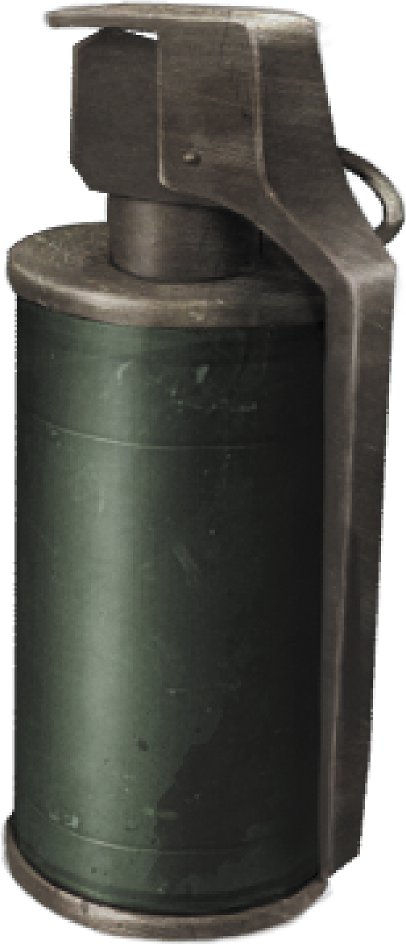
- Where Found: Mission 01: Safe House area, travel shop by the Infected Survivor.
- Tactical Notes:
- Fortunately, you don't have to understand the rules of cricket to utilize this. It is your only melee weapon.
- This never breaks, never weakens, and always hits home if you aim it properly during close combat.
- You rarely score a critical, and although the damage is impressive, it takes a while to kill anything.
- Swinging this bat also uses up your stamina, meaning you can't run as far if you decide to flee.
- Use this on Blighters only when one or two foes are engaging you.
- Using this to fight off more than two foes takes too long and usually results in you fleeing or dying.
- Carry this at all times; you don't want to run out of ammunition and not have any offense!
- This is perfect for times when you want to conserve firearm ammo.
- Use this to knock the helmet off any armored guard. Then finish with the bat or a firearm.
- You can knock foes to the ground with this and can execute crawling enemies with the bat instead of your foot.
- You can change the design of this bat after spending U-Play points. For more information, check out the Appendices, on page 277.

PROJECTILES // FLARE

“Need to get a Blighter off your back? Light one of these up. Those zombies aren’t the brightest, but this is!”

- Where Found: Randomly placed.
- Tactical Notes:
- Throw this at a target you determine prior to launching this projectile.
- This provides a very strong light source. You can use it to light up areas of darkness, but this isn’t its intended purpose.
- Throw this to attract zombies. Any type of Infected is attracted. You can then flee or follow up with combat.
- Takedown 1: Lob this to attract the enemy. Then lob a grenade into the crowd for a multiple-hit kill.
- Takedown 2: Lob this to attract the enemy. Then throw a Molotov into the gathering for a similar multiple killing.
- Takedown 3: Place a mine, then lob this to attract the enemy to the mine, and watch the explosion!
- Takedown 4: Lob this close to a gas canister or explosive barrel to attract the enemy. Then shoot the canister or barrel.
- Takedown 5: Lob this when you see an Explosive Hunter. Then shoot the Hunter, exploding it and all nearby foes.
- Watch out! If you throw this too far, Infected close to you won’t be affected by its light area of effect.

PROJECTILES // GRENADE



“Got your hands on a frag, did you? Careful where you drop that; it makes a real mess.”

- Where Found: Randomly placed.
- Tactical Notes:
- This projectile causes a large explosion, blowing apart multiple foes within its relatively small blast radius (six meters).
- This damages both the Survivor and the zombie, so don't stand near the detonation!
- Throw the grenade; then wait four seconds for the grenade to explode.
- This is useful when you have several Infected standing close to one another and wish to remove this threat.
- Use this in conjunction with the flare, which brings the Infected together; then lob in a grenade to tear them apart!
- The damage caused by a grenade drops off considerably as it reaches the limits of the blast radius.
- Compared to the Molotov cocktail, this offers quick, instant carnage.
- Prepare to follow up by removing any remaining and wounded Infected threats after the grenade explosion.
- This is best used in large, open spaces where your throw won't be compromised by obstacles.

PROJECTILES // MOLOTOV COCKTAIL

ORIGI
FOREIGN EXT
17
LONDO
KING
ST PATRI

“Rotting flesh is one thing. But burning and rotting flesh? That’s a whole new kind of horrific smell.”

- Where Found: Randomly placed.
- Tactical Notes:
- This projectile causes a ball of fire, setting multiple foes ablaze within its small blast radius (three meters).
- This damages both the Survivor and the Infected, so don’t stand near an exploding cocktail!
- Although this has a smaller area of effect than the grenade, any foe caught in the blast burns for six seconds.
- At 50 HP of damage per second, this results in extremely high cumulative damage: 300 points for all foes caught in the blaze.
- The Infected that are ablaze are less inclined to attack but do not transfer the fire to other foes.
- Bring out a firearm, and finish off any foes that don’t automatically die or that close in to try mauling you.
- Use this in conjunction with the flare; the flare gathers the Infected, while a thrown Molotov sets them on fire.
- This is also best utilized in open areas, where you don’t have the possibility of hitting an obstacle instead of your intended target.

EXPLOSIVES // MINE

“Slap down a claymore, beckon a Blighter, and watch the dismemberment.”

- Where Found: Randomly placed.
- Tactical Notes:
- This is a ground trap—an extremely lethal one.
- When anyone (including you) steps on this, they are struck by the full force of the detonation.
- The damage radius is relatively big (six meters) and is more potent than a grenade’s.
- The obvious drawback is that you need to coax the enemy onto a mine rather than aim a throw.
- This mine is highly dangerous! It is active as soon as you set it on the ground.
- Don’t stand on the mine while setting it or move forward as you’re laying it, or you can set it off and kill yourself!
- This is another weapon you can use in conjunction with a flare; set the mine, then throw the flare so it lands near the mine.
- Place this mine at narrow entrances you know the Infected need to take to reach you; this improves chances of detonation.

GEAR // C4

“These aren’t for mucking about with Blighters; lay these to remove obstacles from your path.”

- Where Found: Four locations. See the Map Appendices (page 236) for all of them.
- Tactical Notes:
- This is actually part of your gear. C4 appears in that part of your inventory, and you don’t use it offensively.
- Instead, there are eight piles of trash that you cannot access until you use C4 to remove the blockage.
- Slot the C4 into the contextual spot, back out of the blast zone, and watch the trash pile disappear! There’s always an important item—such as a Dee’s Letter, gear, upgrade, or weapon—in this newly accessible area.
- You can’t “waste” C4; this gear can only be used in specific locations, which we reveal in the walkthrough and Appendices (page 256).

SCENERY // EXPLOSIVE BARREL

“See those red and white barrels? Get a Blighter or two near one, and blast away.”

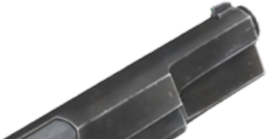
- Where Found: Varies throughout campaign.
- Tactical Notes:
- Explosive barrels have damaging properties similar to Molotov cocktails. When they explode, they coat the victim in fire.
- This fire burns for around six seconds, inflicting 50 HP per second, with a blast radius of three meters in diameter,
- This barrel also damages you, so don’t fire at it from close range!
- Barrels are found in many locations across London. Look for references to them throughout the walkthrough.
- Detonate barrels by hitting them once with a firearm, usually the pistol (as you usually have the most ammo).
- Use the “flare” plan of lobbing this projectile at a barrel, waiting for the Infected to congregate, and then hitting the barrel to explode it.
- The advantages and drawbacks of having burning zombies (discussed in the “Molotov Cocktail” section) applies here, too.

SCENERY // GAS CANISTER (LARGE AND SMALL)

“High-pressure canisters and bullets don’t mix. Unless you want a violent detonation.”

- Where Found: Varies throughout campaign.
- Tactical Notes:
- Large and small gas canisters have damaging properties similar to grenades. When they explode, they blow victims apart.
- Canisters are found in a few locations across London. Look for references to them throughout the walkthrough.
- Detonate canisters by hitting them once with a firearm (usually the pistol, as you usually have the most ammo), after a short “hiss” of escaping gas.
- Don’t shoot a canister when standing next to it, or you’ll feel the full force of the explosion!
- Large canisters have a blast radius of six meters; small canisters have a blast radius of four meters.
- The damage they cause is far more severe than a barrel but doesn’t last as long.
- Look for these to help you remove zombie threats while using the smallest amount of ammunition possible.

HANDGUNS // L9A1 BROWNING



“That’s a Browning Hi-Power. One of the most reliable handguns in the world. It won’t let you down.”

- Mechanism: Semiauto
- Caliber: 9 mm
- Capacity: 13
- Slot Capacity: 20
- Attachments: None
- Where Found: Mission 01: Safe House area, travel shop, in the BOB (backpack) of the Infected Survivor.*
- Where Found: Mission 14: St. George’s Church, in the courtyard, on a small pedestal birdbath.*
- Tactical Notes:
- This is your only real ranged weapon for the first few missions. Fortunately, ammunition is relatively accessible.
- This has the longest range of the handguns, and although noisy, it is more damaging than the HK P226.
- Unfortunately, the reload time is relatively lengthy. It’s often better to swap weapons than reload this if you’re under constant threat.
- It takes around five shots to defeat a foe. Reload after every takedown so it becomes a habit.
- This is well worth upgrading, until you discover the HK P226. Then choose one of these to fully upgrade.
- This uses the same ammunition as the HK P226. However, its capacity is two fewer until upgraded.
- This has a small chance of causing a Critical, which the HK P226 cannot provide.

Note

* Also found in your inventory after a Survivor death.

HANDGUNS // HK P226

“The poor bloke that used this couldn’t take it anymore. Make sure his death is avenged!”

- Mechanism: Semiauto
- Caliber: 9 mm
- Capacity: 15
- Slot Capacity: 20
- Attachments: Silencer
- Where Found: Mission 06: Palace Underground (Bunker), in the restroom, in the last stall next to a corpse.

- Tactical Notes:
- This offers a very similar amount of protection as the L9A1 Browning, but with two important differences: First, it comes equipped with a silencer. This is very handy if you've turned off your flashlight, haven't been spotted, and want to sneak about making quick, silent kills without being spotted. And second, the damage it inflicts is slightly less impressive.
- You're likely to take one more shot bringing down a target with this, compared to the Browning.
- Choose either this or the Browning to upgrade, if you're low on upgrade pieces.
- This uses the same ammunition as the Browning. However, its capacity is two more (15 versus 13) until upgraded.

HANDGUNS // DESERT EAGLE MAGNUM

"Only the Yanks could have come up with a Magnum like that. A handgun you can barely fit in your bloody hand!"

- Mechanism: Semiauto

- Caliber: .357
- Capacity: 9
- Slot Capacity: 12
- Attachments: None
- Where Found: After Mission 11B: Baconfields, Darwin Yard. Hack the keycard lock of the shed (once your Pad is updated).
- Tactical Notes:
- This makes enough noise to wake the dead, if they weren't up and shambling already.
- The caliber of this weapon makes all the difference; it inflicts more than twice the damage per shot as the Browning and close to three times the damage per shot as the P226, at close range. The long-range damage is even more pronounced.
- This also has a higher Critical Ratio and has penetrating power, meaning you can hit two foes with a single shot!
- The biggest concerns are picking up this weapon quite late in your adventure and the lack of clip capacity.
- This is a favored weapon in Multiplayer and well worth considering in Campaign mode.
- It is very easy to aim, use, and reload (although the latter isn't the quickest). Reload between fights, as you would with the Browning.

SHOTGUNS // DOUBLE-BARREL SHOTGUN

“Now we’re talking. Double the barrels for double the gun!”

- Mechanism: Pump Action
- Caliber: 12 mm
- Capacity: 2
- Slot Capacity: 10
- Attachments: None
- Where Found: Mission 07: Brick Lane Flats, in the foreman’s office of the second warehouse.
- Tactical Notes:
- This uses the same ammunition type as the other shotguns, so collect this ammo, even if you aren’t using this weapon.
- This offers an excellent, swift, and messy way to blast apart a foe’s head in a single shot (at close range).
- This unfortunately requires a reload after two shots are expended. Try to reload in between decapitations.
- Use this up close and personal, as an Infected tries to close in on you. Longer ranged combat isn’t as potent.
- Expect almost a four-second reload if you have both barrels empty.
- This reload time is obviously an issue, so retreat and push back or use a different weapon if you’re encountering multiple foes.
- However, this is the perfect weapon for removing one or two threats at a time. Don’t forget to upgrade it!

SHOTGUNS // REMINGTON 870

“The only thing better than a shotgun...is a pump-action shotgun.”

- Mechanism: Pump Action
- Caliber: 12 mm
- Capacity: 4
- Slot Capacity: 10
- Attachments: None
- Where Found: Mission 11B: Spitalfields Green (Shoreditch Road), by the petrol can, behind the keycard lock (must be scanned by your Pad), next to the petrol station.
- Tactical Notes:
- Comparing shotguns is tricky, as this and the M4 Tactical can be gathered at around the same time.
- This appears later into your missions, after you (should have) spent time with the double-barrel shotgun.
- This weapon’s main advantage is it has double the capacity (four shells before reloading, instead of two).
- The reload time is almost cut in half too. But there’s no chance for a critical hit on the head of the foe you’re facing.
- It takes two shots to bring the average foe down, compared to the double-barrel shotgun. Upgrade, or find more ammo!

- You may wish to use up the shells in the chamber, then choose between this and the M4.

SHOTGUNS // BENELLI M4 TACTICAL

“Gotta love that pump action! Lighter, faster, cleaner than your average shotgun.”

- Mechanism: Semiauto
- Caliber: 12 mm
- Capacity: 7
- Slot Capacity: 10
- Attachments: None
- Where Found: After Mission 11B: Tower of London (Pier #2), on the tug boat, via the hacked keycard gate (once your Pad is updated).
- Tactical Notes:
- This might be the ideal shotgun for your needs; it combines the damage of the double-barrel (especially when upgraded) with a much larger capacity (seven shells before a reload).
- It still takes two shots to bring down an average foe at close quarters, though! Think about whether this is beneficial compared to the double-barrel shotgun, in terms of ammo expenditure.
- This does have an excellent reload speed, but no chance of a Critical Ratio.

- As with all other shotguns, this excels at bringing down foes menacing you at close quarters.
- Use other weapons at longer ranges, due to the inaccuracy and spread issues at distances of over 20 meters. This applies to all shotguns.
- The Remington and the M4 are both better suited for bringing down three or four foes at a time. The double-barrel shotgun is exceptional at killing one or two at a time.

CARBINES // LEE ENFIELD No4 MK1

“This Lee Enfield brings back Army memories for the Prepper. It’s a lovely little rifle.”

- Mechanism: Bolt Action
- Caliber: Carbine
- Capacity: 1
- Slot Capacity: 15

- Attachments: None
- Where Found: Mission 04: Victoria Memorial (Green Park Command and Control), inside the C&C building, on a table.
- Tactical Notes:
- This can reduce a weak Blighter to almost half health in a single second. It takes three shots to bring one down, though.
- There's also a small chance of obtaining a Critical and penetrating through one enemy and hitting another.
- This is the second weapon you receive. It's worth practicing with the mechanism in preparation for using the 770.
- The Lee Enfield has some crippling problems: It has the longest reload (almost four and a half seconds), and it fires only one shot before needing to be reloaded. This can lead you to be easily swarmed and grabbed.
- Use this weapon at longer distances, wounding two or three foes before switching to a weapon more suited for close combat.
- This is the weapon to break out when all other firearms are out of ammo. Put this in your Safe House Chest for your next Survivor!

CARBINES // REMINGTON 770

“I used to shoot gnats up the arse with one of those.”

- Mechanism: Bolt Action
- Caliber: Carbine
- Capacity: 5
- Slot Capacity: 15
- Attachments: Scope (x4)
- Where Found: Mission 10: Tower of London, on the first pier, by the corpse of the deceased Ravens member.
- Tactical Notes:
- The addition of a powerful scope makes all the difference to a carbine. This is a formidable long-range weapon.
- You need to physically lift your Prepper Pad, and use your left and right thumbs to utilize the zoom. Target on the Pad screen.
- Use this to pop the heads of foes from extremely long distances.
- This has exceptional penetrating power; it can hit up to three foes with a single shot, if you’re positioned well and accurate enough!
- Despite this power, it’s still going to take two shots to drop an average foe. Fortunately, you have five before needing the (lengthy) reload.
- This inflicts the largest damage at long range. Use it to tag foes, explode barrels (or explode Infected), and create havoc.
- Use this to weaken your foes at range, then swap to a more appropriate weapon for closer combat. This is unwieldy at shorter ranges (especially as you’re using the Pad to aim).

CROSSBOW // HUNTING CROSSBOW

“Favorites of farm yokels from all over Yorkshire. Slow to prep, but great for silent running.”

- Mechanism: Draw Action
- Caliber: Bolt
- Capacity: 1
- Slot Capacity: 8
- Attachments: Silencer, Scope (x4)
- Where Found: Mission 06: Buckingham Palace, in the secret interior crawl space, accessed via the rotating plinth off the grand entrance room.
- Tactical Notes:
- This is the only weapon that is both silent and has a scope function (of up to four times the normal viewing distance).
- Expect this to inflict a critical hit at any range below 50 meters. If you hit the head, it will explode!
- This weapon can easily be underestimated, but it’s the perfect hunting implement for when foes haven’t seen you.
- Enter a location, get a visual on distant foes, drop as many with this as possible, then switch to closer ranged weaponry.
- Partner this weapon with the HK P226 and MP5 SD for a completely silent arsenal. Don’t forget to turn off your flashlight!
- Be sure you score a critical, or you’ll need four or more shots to drop a foe, even at short range.
- The biggest drawback is this weapon’s reload speed; it is reasonably lengthy and must be done each time you fire.

SUBMACHINE GUNS // MP5 SD

“The trusty MP5. The best gun in the world for close crowd control, if you catch my drift.”

- Mechanism: Semiauto/Full-Auto
- Caliber: SMG
- Capacity: 30
- Slot Capacity: 45
- Attachments: Silencer
- Where Found: After Mission 10: Brick Lane Flats. First warehouse, in the upper office, behind the secret wall keypad (scan using upgraded Pad).
- Tactical Notes:
- This uses the same ammunition as the UMP45.
- This and the UMP45 seem almost identical when viewing the initial statistics. In general, they are reasonably similar.
- One major difference is that this weapon features a silencer, allowing for stealth attacks on foes who haven’t seen you.
- In regards to damage inflicted, this loses slightly to the UMP45, requiring nine bullets to impact a nearby foe compared to the UMP45’s seven.
- However, this holds 30 shots, compared to the UMP45’s 25, so both can put down three foes before needing a full reload.

- Make sure you fire in short, controlled bursts. If possible, try to time the bursts so you don't fire any additional shots for each kill.

SUBMACHINE GUNS // UMP45

"An UMP45, if I'm not mistaken. That'll keep just about anything off your back."

- Mechanism: Semiauto/Full-Auto
- Caliber: SMG
- Capacity: 25
- Slot Capacity: 45
- Attachments: None
- Where Found: Mission 12: Nursery bottom basement, in a storage room accessed via a septagram puzzle and keypad door.
- Tactical Notes:
- This is almost identical in all respects to the MP5 SD, except it doesn't come with a silencer. Stealth kills aren't possible.
- The UMP45 does have a higher damage per bullet than the MP5 SD, so it expends fewer rounds if you're adept at using as little ammo as possible.
- Fire in short, controlled bursts to avoid needless bullet expenditure.
- It takes seven bullets to drop a foe at short range and ten at longer ranges. This compares to the MP5 (9 at short range

and 12 at long range).

- This can pierce more than one zombie per shot, even before upgrading.
- Although there isn't much in it, this has a slightly longer reload time compared to the MP5 SD.
- Use this weapon to tackle multiple foes coming at you at once. With proper aiming, you can drop three foes and damage a fourth before a reload.

ASSAULT RIFLES // AK-47

"The AK-47 assault rifle. Preferred weapon of communists everywhere. And it makes a very distinctive sound when fired."

- Mechanism: Full-Auto
- Caliber: 5.56 mm
- Capacity: 30
- Slot Capacity: 45
- Attachments: None
- Where Found: Mission 10: Tower of London. Inside the Raven's secret chamber, after the dungeon exploration.
- Tactical Notes:

- If you use this weapon adeptly, there are times when you may actually feel safe engaging the enemy!
- This and the SA80a2 are used for crowd control. They're deafening but can drop multiple foes in quick succession.
- Compared to most other weapons, this is an excellent and powerful gun. But it's just a little less powerful in all respects to the SA80a2.
- If you're accurate, and all foes are within 18 meters or so, you can actually gun down up to five foes without reloading. Impressive!
- There's the possibility of penetration power, too, and it has a three-and-a-half-second reload. You're most exposed when you're swapping clips.
- Be sure you're searching for and carrying enough ammo; you'll be going through a large amount if you're using this constantly.

ASSAULT RIFLES // SA80a2

"That's an SA80. Must have come from an Army regular, the poor bugger."

- Mechanism: Semiauto/Full-Auto
- Caliber: 5.56 mm

- Capacity: 30
- Slot Capacity: 45
- Attachments: None
- Where Found: Mission 14: Behind the rising metal wall, inside an ammo stash accessed via lockpicking tools.
- Tactical Notes:
- This is arguably the most powerful weapon to be found across London. It's a shame you can't obtain it until late in your adventure!
- This is the only weapon that can drop up to six foes, at short range, without reloading.
- Be sure you're firing bursts of five shots into the heads of foes to make the most of the sparse supply of bullets.
- The reload time is just over three seconds, which is reasonably lengthy. Back up and try to reload during a lull in the fight.
- Don't forget the piercing power of the SA80a2. Line up two foes and you can damage both at once, effectively doubling the takedown possibilities!
- Employ the AK-47 until you find this. Then swap it for this, unless your AK is fully upgraded.

Tip

Be sure to check out the Upgrade and Skill charts to finish this chapter, so you know how the statistics for each weapon change, depending on your action.

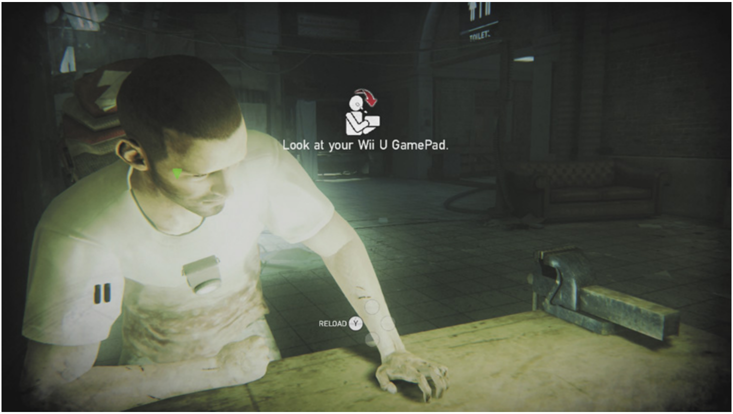
MOUNTED // M2 TURRET

“The military brought these in for crowd control. And you saw what happened to them...”

- Mechanism: Semiauto
- Caliber: M2
- Capacity: 400
- Slot Capacity: 90
- Attachments: Mounted Turret (cannot be moved)
- Where Found: Mission 01: Safe House, upper mezzanine balcony.* Mission 04: Victoria Memorial, by Buckingham Palace gates.*
- Tactical Notes:
- This stationary turret provides an extremely powerful raking eruption that tears through Infected flesh almost as quickly as it uses up ammo.
- It takes almost five seconds to reload this weapon. You’ll be torn to pieces in that time if the Infected are near when you run out of ammo. Disengage and retreat!
- If you look at the raw numbers, you can technically drop a foe with four bullets. Theoretically that’s 22 foes before a reload!
- However, firing this usually means bursts are more than that, so you usually waste a few rounds with each takedown.
- Zombies can swarm your turret easily, especially as you can’t fully turn left and right. Watch your flanks for ambushes!
- This is a great way to increase your Survivor score. Don’t be shy using up the ammo here; it’s usually not worth taking with you.

Note

* This weapon cannot be moved from either of these locations.

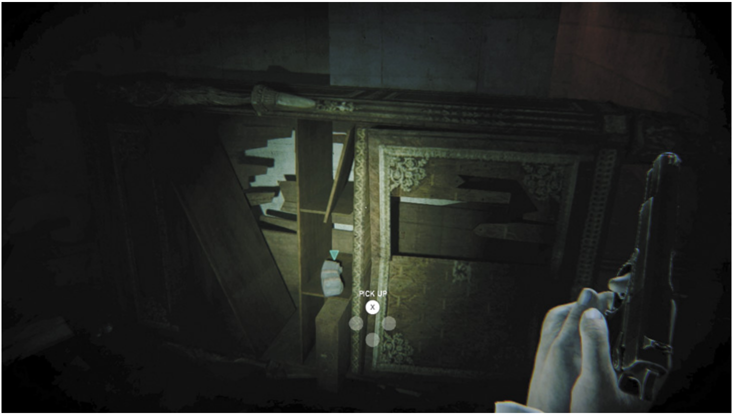


During your frantic battles across the streets of London, it's critical that you gain every advantage possible. One way to increase your chances of survival is to build add-ons and improvements to your existing weapons. This is called "upgrading," and you do this at a workbench. There's one in your Safe House and in every Shelter that you locate.

At the workbench (and only at a workbench), you can instantly augment any weapon you're currently carrying. These upgrades plug onto your guns and improve their attributes. Bring the weapon you want with you to ensure you can add to it. Then upgrade it with one of the following four improvements.

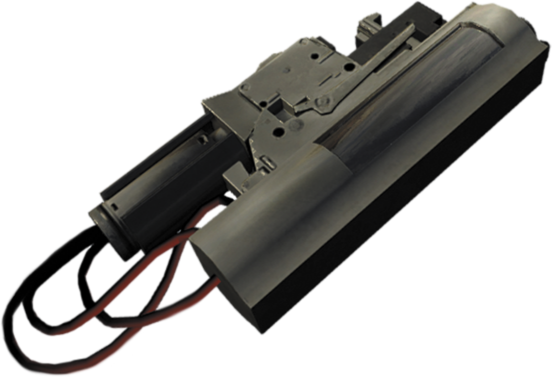
UPGRADES

CAPACITY UPGRADES



- Capacity upgrades increase the maximum number of ammunition a gun can carry.
- This essentially allows you to fire a gun longer before reloading.
- There are 11 capacity upgrades to find.
- These can be fitted to any ranged weapon, except for the double-barrel shotgun and the hunting crossbow.

FIREPOWER UPGRADES



C4
UMP45 Sub-Machine Gun x20
PICK UP
X

A UMP45, if I'm not mistaken. That'll keep just about anything off your back.

- Firepower upgrades increase the power of a gun or the damage that it inflicts on an enemy.
- This essentially allows you to dispatch an Infected with fewer shots.
- There are 13 firepower upgrades to locate.
- These can be fitted to any ranged weapon; there are no exceptions.

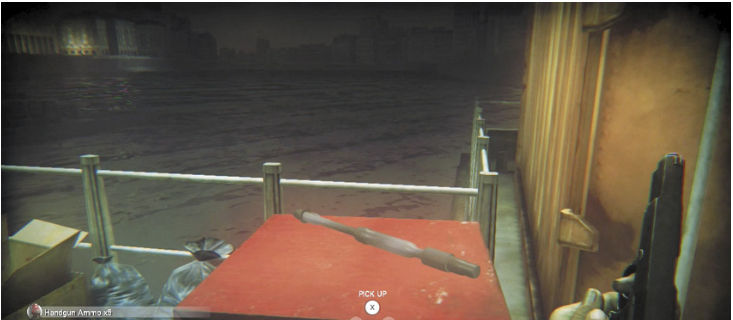
FIRING SPEED UPGRADES

FLASHLASH
Lawn Booster
PICK UP
X

- Firing speed upgrades decrease the duration between the firing of two bullets.
- This essentially enables you to defeat a zombie in a quicker time, providing all shots connect.

- There are 12 firing speed upgrades to find.
- These can be added to any ranged weapon, except for the hunting crossbow.

SPREAD UPGRADES



Dee letters 6

- Spread upgrades decrease the spread (or inaccuracy over range) that weapons have.
- This essentially makes your shots a lot more precise, enabling you to hit more accurately over any distance.
- There are 13 spread upgrades to find.
- These can be attached to any ranged weapon; there are no exceptions.

UPGRADES // TACTICAL ADVICE

FINDING UPGRADES

Upgrades are found or looted across London. Here's what to look for and where to look:

It's a secret: Most upgrades are in hidden passages or secret rooms. Most of the time, they are hidden behind cracked walls, locked doors, or in crawl spaces.

Accessing hidey-holes: Many upgrades become accessible only if you have the appropriate tools to open up these areas, such as C4 explosives, the lockpicking tool, or codes for a keypad door.

Super zombie slaughtering: Some upgrades are also found on the bodies of Evolved Super Zombies. You must slay these and loot their corpses. There are 10 such upgrades. These Super Zombies may appear during missions or when you revisit a map. If you haven't been seen, scan these Super Zombies to see if one is carrying an upgrade.

Getting a lift: Four upgrades can be taken only after Mission 15 is activated and you've used the royal elevator for the last time.

Tip

Before starting Mission 15, revisit all the maps, and the Super Zombies you missed should appear. They appear in specific locations; consult the maps in the Appendices, starting on page 236 for further information.

ATTACHING UPGRADES

There are 13 ranged weapons, and aside from the two weapons (the double-barrel shotgun and the hunting crossbow) that have only two or three areas for improvement, there are just enough upgrades to fully augment every weapon to its maximum potential. The question is, do you upgrade every weapon or concentrate on just a few?

- Upgrade at least one weapon of each type: It's important to upgrade your initial Browning pistol and one weapon of each type (i.e., at least one handgun, shotgun, and so on).
- Upgrade a weapon you're using frequently: If you're using the double-barrel shotgun almost constantly, swapping it out with a pistol and an MP5 SD, concentrate your upgrades on these weapons. If you brought out the Lee Enfield No.4 MK1 twice and didn't enjoy its bolt action, upgrade it only if you have extra upgrade pieces.
- Upgrade before you attack: There's no point in keeping your upgrades and never using them! Similarly, it's a terrible plan to start a mission with upgrades waiting to be made (unless you're waiting for a specific weapon). Upgrades make you more dangerous, and thus make survival more of a possibility. Get tinkering!
- Waste not, want not: Don't waste upgrades, though; if there's a weapon you want to find, and the mission you're on allows you to locate it, keep upgrades available so you can grab the weapon and instantly upgrade it.
- Know when upgrades are available: Check the walkthrough and the Appendices to get the optimal times to gather all 49 upgrades.
- Upgrade everything...eventually: Upgrading gives you Survivor points. But the final 14 upgrades (10 on the Evolved Super Zombies and 4 found only after Mission 15 starts) are found so late in the game, it isn't wise to count on them for the majority of your fighting. But finding and upgrading everything helps you in the final stages.

UPGRADES // TABLE

This table details how the specific statistics improve based on a weapon without (first number) and with (second number) an upgrade. Each upgrade is given only once.

WEAPONS	FIREPOWER	FIRING SPEED	SPREAD	CAPACITY
AK-47	66 > 75	0,085 > 0,070	6,60/5,00	30 > 40
SA80a2	77 > 88	0,105 > 0,085	6,00/4,5	30 > 45

WEAPONS	FIREPOWER	FIRING SPEED	SPREAD	CAPACITY
Lee Enfield No.4 MK1	134 > 160	1,87 > 1,55	3,25/2,60	10 > 15
Remington 770	220 > 255	1,87 > 1,65	4,80/3,95	5 > 8

WEAPONS	FIREPOWER	FIRING SPEED	SPREAD	CAPACITY
Hunting Crossbow	95 > 122		3,05/2,30	

WEAPONS	FIREPOWER	FIRING SPEED	SPREAD	CAPACITY
L9A1 Browning	77 > 88	0,30 > 0,24	3,00/2,50	13 > 16
P226	61 > 75	0,26 > 0,18	2,85/2,30	15 > 19
Magnum	177 > 220	0,32 > 0,26	3,10/2,65	9 > 13

WEAPONS	FIREPOWER	FIRING SPEED	SPREAD	CAPACITY
Double-Barrel Shotgun	36*12 > 44*12	0,50 > 0,40	12,5/11,0	-
Remington 870	27*10 > 35*10	1,17 > 1,00	10,0/9,1	4 > 7
Benelli M4 Tactical	30*10 > 39*10	0,48 > 0,40	10,20/9,30	7 > 10

WEAPONS	FIREPOWER	FIRING SPEED	SPREAD	CAPACITY
MP5 SD	43 > 49	0,075 > 0.063	7,0/5,80	30 > 45
UMP45	56> 64	0,100 > 0,080	5,70/4,50	25 > 40

WEAPONS // PROFICIENCY

LEVEL UP! Level 2
LOOT
X

There is still additional augmentation you can gain from your weapons as you become more skilled with each type. This takes the form of “leveling up” your skill with handguns, shotguns, carbines, the crossbow, submachine guns, and assault rifles. Keep using these weapon types, and various facets of your gun control become more impressive.

PROFICIENCY

HOW TO GAIN SKILL // LEVELING

You gain skill by using a type of ranged weapon (you can't become more skilled in the cricket bat or projectiles; only weapons with ammunition).

- The type of weapon is important, not the weapon itself. For example, if you want to increase your handgun proficiency, you can use the L9A1 Browning, the PK P226, or the Magnum. You can switch back and forth (killing some foes with one weapon and some with another).
- Every time you kill an Infected using a specific weapon type, this information is noted. When you reach a certain number, you "level up" in your skill with that weapon type. For example, you find an L9A1 Browning, and after you kill four zombies, you reach Level 1.
- If you find a different type of weapon, your skill with it begins at a base level. So, you need to kill a certain number of zombies with that type of weapon too.
- Keep slaying foes, and you gradually improve up to Level 4 (the maximum). For example, if you want to reach Level 4 in handguns, you need to kill 4 zombies to reach Level 1, then 10 more to reach Level 2, then 14 more to reach Level 3, then 17 more to reach Level 4. That's 45 zombies in total.
- Watch out! If your Survivor dies, the skills he accrued are lost, too, and you have to begin again!
- Don't forget to find upgrades for your favorite weapon and then get skilled in it too; you'll be unstoppable...or at least slightly more difficult to eat!

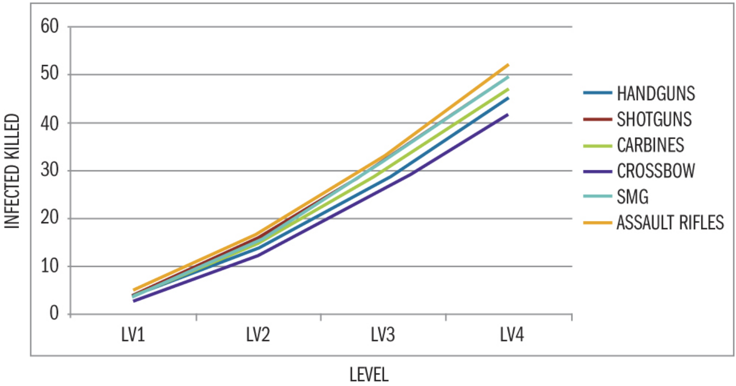
SPECIFIC IMPROVEMENTS

When you level up, you gain up to four specific improvements with the weapon you're specializing in. Here's how this breaks down:

- Reload speed: The time it takes to reload the weapon. The way you reload your weapon changes visually when you reach Level 3.
- Kickback addition: This reduces the weapon's recoil, making it easier to aim. This only affects semiauto and automatic weapons.
- Drawing speed: The time taken to equip and unequip the weapon, in seconds. The faster you draw, the faster you can rattle off shots into those rotting flesh monsters!
- Aiming speed: How quickly you can move your weapon to aim at a foe. This means getting a foe in your crosshairs gets significantly faster.

TABLES AND GRAPHS

This table and graph reveals how many Infected it takes to become fully skilled in each weapon type.



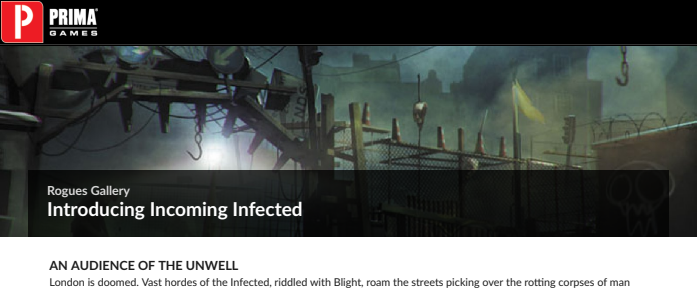
	BASE	LV1	LV2	LV3	LV4	Notes
L9A1 BROWNING PISTOL						
Reloading speed	3,45s	3,24s	3,03s	2,85s	2,7s	Time to equip/time to unequip.
Kickback addition	18	14.4	10.8	7.2	4.5	
Drawing speed	1,04s / 0,52s	0,95s / 0,48s	0,89s / 0,45s	0,84s / 0,42s	0,78s / 0,39s	
Aiming speed	0.20s	0.19s	0.18s	0.16s	0.15s	
P226 PISTOL						
Reloading speed	2,88s	2,7s	2,53s	2,38s	2,25s	Time to equip/time to unequip.
Kickback addition	15	11.25	7.5	3.75	3.75	
Drawing speed	1,04s / 0,52s	0,95s / 0,48s	0,89s / 0,45s	0,84s / 0,42s	0,78s / 0,39s	
Aiming speed	0.20s	0.19s	0.18s	0.16s	0.15s	
MAGNUM						
Reloading speed	3,26s	3,06s	2,86s	2,69s	2,55s	Time to equip/time to unequip.
Kickback addition	28	23.8	19.6	14	8.4	
Drawing speed	1,04s / 0,52s	0,95s / 0,48s	0,89s / 0,45s	0,84s / 0,42s	0,78s / 0,39s	
Aiming speed	0.20s	0.19s	0.18s	0.16s	0.15s	
DOUBLE-BARREL SHOTGUN						
Reloading speed	1 Shell : 0,73s Add : 1,5s Full : 4,42s	1 Shell : 0,67s Add : 1,37s Full : 4,05s	1 Shell : 0,61s Add : 1,24s Full : 3,68s	1 Shell : 0,53s Add : 1,17s Full : 3,29s	1 Shell : 0,49s Add : 1,07s Full : 3,03s	Full = (1 shell multiplied by basic capacity) + Add No kickback addition on pump-action/bolt-action weapons. You have the time to realign.Time to equip/time to unequip.
Kickback addition	0	0	0	0	0	

Drawing speed	0,67s / 0,55s	0,61s / 0,51s	0,56s / 0,48s	0,51s / 0,44s	0,45s / 0,40s	
Aiming speed	0.28s	0.25s	0.22s	0.18s	0.15s	
BENELLI M4 TACTICAL SHOTGUN						
Reloading speed	1 Shell : 0,73s Add : 0,8s Full : 5,91s	1 Shell : 0,67s Add : 0,73s Full : 5,42s	1 Shell : 0,61s Add : 0,67s Full : 4,94s	1 Shell : 0,53s Add : 0,63s Full : 4,34s	1 Shell : 0,49s Add : 0,58 Full : 4,01s	Full = (1 shell multiplied by basic capacity) + Add Time to equip/time to unequip.
Kickback addition	20	16	12	9	7	
Drawing speed	0,67s / 0,55s	0,61s / 0,51s	0,56s / 0,48s	0,51s / 0,44s	0,45s / 0,40s	
Aiming speed	0.28s	0.25s	0.22s	0.18s	0.15s	
CARBINE LEE ENFIELD No.4 MK1						
Reloading speed	4,4s	3,96s	3,59s	3,19s	2,82s	No kickback addition on pump-action/bolt-action weapons. You have the time to realign.
Kickback addition	0	0	0	0	0	
Drawing speed	0,68s / 0,56s	0,63s / 0,51s	0,58s / 0,47s	0,52s / 0,42s	0,47s / 0,38s	
Aiming speed	0.35s	0.32s	0.29s	0.27s	0.24s	
CARBINE REMINGTON 770						
Reloading speed	4,4s	3,96s	3,59s	3,19s	2,82s	No kickback addition on pump-action/bolt-action weapons. You have the time to realign.
Time to equip/time to unequip.	-	-	-	-	-	
Kickback addition	0°	0	0	0	0	
Drawing speed	0,68s / 0,56s	0,63s / 0,51s	0,58s / 0,47s	0,52s / 0,42s	0,47s / 0,38s	
Aiming speed	0.35s	0.32s	0.29s	0.27s	0.24s	
HUNTING CROSSBOW						
Reloading speed	3,33s	3,13s	2,93s	2,73s	2,53s	No kickback on crossbow.
Kickback addition	0	0	0	0	0	
Drawing speed	0,65s / 0,65s	0,62s / 0,62s	0,58s / 0,58s	0,55s / 0,55s	0,51s / 0,51s	
Aiming speed	0.52s	0.45s	0.39s	0.32s	0.23s	
MP5SD SUBMACHINE GUN						
Reloading speed	4,17s	3,83s	3,33s	2,83s	2,17s	Time to equip/time to unequip.
Kickback addition	15	13.5	11.25	7.5	4.5	
Drawing speed	0,68s / 0,61s	0,62s / 0,56s	0,58s / 0,52s	0,53s / 0,48s	0,48s / 0,44s	
Aiming speed	0.33s	0.28s	0.22s	0.16s	0.10s	

UMP45 SUBMACHINE GUN						
Reloading speed	4,38s	4,03s	3,5s	2,98s	2,28s	Time to equip/time to unequip.
Kickback addition	18	14.4	12.6	10.8	5.4	
Drawing speed	0,68s / 0,61s	0,62s / 0,56s	0,58s / 0,52s	0,53s / 0,48s	0,48s / 0,44s	
Aiming speed	0.33s	0.28s	0.22s	0.16s	0.10s	
AK-47 ASSAULT RIFLE						
Reloading speed	3,56s	3,23s	2,91s	2,52s	2,1s	Time to equip/time to unequip.
Kickback addition	18	16.2	14.4	10.8	6.3	
Drawing speed	0,70s / 0,58s	0,66s / 0,55s	0,59s / 0,51s	0,54s / 0,48s	0,48s / 0,44s	
Aiming speed	0.33s	0.29s	0.24s	0.19s	0.15s	
SA80a2 ASSAULT RIFLE						
Reloading speed	3,3s	3,0s	2,7s	2,34s	1,95s	Time to equip/time to unequip.
Kickback addition	19	16.15	13.3	10.45	6.65	
Drawing speed	0,70s / 0,58s	0,66s / 0,55s	0,59s / 0,51s	0,54s / 0,48s	0,48s / 0,44s	
Aiming speed	0.33s	0.29s	0.24s	0.19s	0.15s	

WEAPONS	**LV1**	**LV2**	**LV3**	**LV4**
HANDGUNS	4 (+4)	14 (+10)	28 (+14)	45 (+17)
SHOTGUNS	5 (+5)	16 (+11)	32 (+16)	50 (+18)
CARBINES	4 (+4)	15 (+11)	30 (+15)	47 (+17)
CROSSBOW	3 (+3)	12 (+9)	26 (+14)	42 (+16)
SMG	5 (+5)	15 (+10)	32 (+17)	50 (+18)
ASSAULT RIFLES	5 (+5)	17 (+12)	33 (+16)	52 (+19)
TOTALS	26	89	181	286

WEAPONS	**LV1**	**LV2**	**LV3**	**LV4**
HANDGUNS	4	14	28	45
SHOTGUNS	5	16	32	50
CARBINES	4	15	30	47
CROSSBOW	3	12	26	42
SMG	5	15	32	50
ASSAULT RIFLES	5	17	33	52



Rogues Gallery

Introducing Incoming Infected

AN AUDIENCE OF THE UNWELL

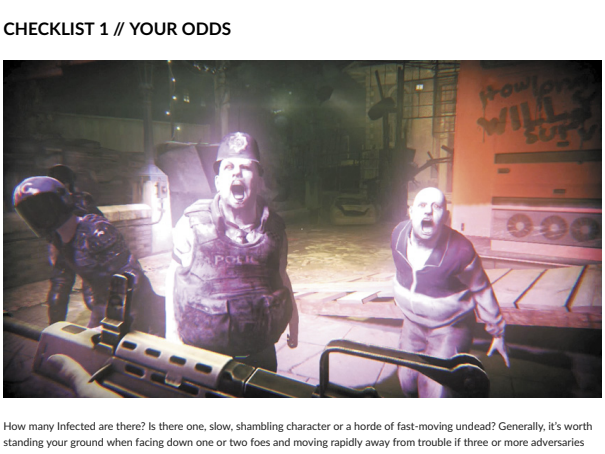
London is doomed. Vast hordes of the Infected, riddled with Blight, roam the streets picking over the rotting corpses of man and beast. How do you prepare for an exploration of the capital that involves tackling such fearsome foes? By heeding the following advice.

The Infected appear in a variety of guises, from ex-commuters, workers, and policemen to nurses, soldiers, and even the Royal Guard and beefeaters from the Tower of London. But some of these slavering, ravenous beasts have specific traits and takedown tactics you need to be aware of. In this chapter, we reveal these traits and offer sound advice on dealing with London's newly rambunctious locals....

GENERAL ADVICE: CHECK YOURSELF

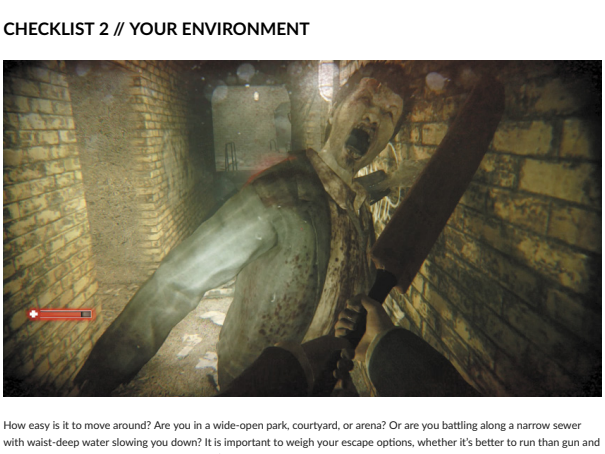
As the Prepper will soon tell you, it's important to remember these frothing, shambling corpses aren't human anymore, and they are relentless in their determination to grab and devour you. Preventing this from happening is the overriding plan throughout your journey. When first encountering one or more of the Infected, employ the following checklist of activities:

CHECKLIST 1 // YOUR ODDS



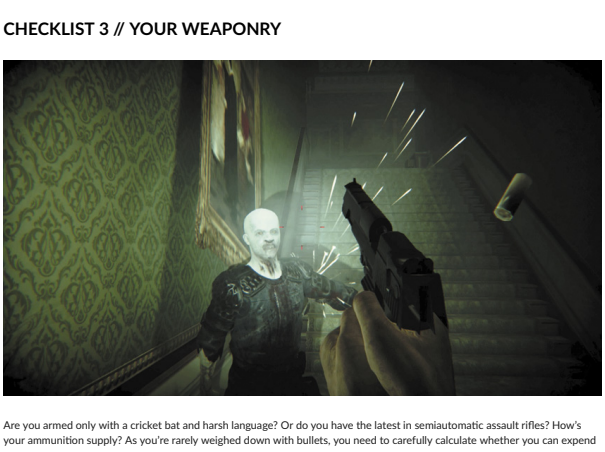
How many Infected are there? Is there one, slow, shambling character or a horde of fast-moving undead? Generally, it's worth standing your ground when facing down one or two foes and moving rapidly away from trouble if three or more adversaries make an appearance. If the path ahead involves navigating clusters or crowds of the Infected, rethink your more aggressive combat options.

CHECKLIST 2 // YOUR ENVIRONMENT



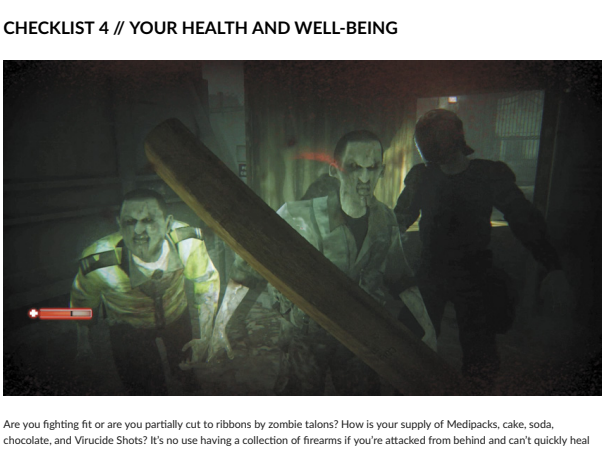
How easy is it to move around? Are you in a wide-open park, courtyard, or arena? Or are you battling along a narrow sewer with waist-deep water slowing you down? It is important to weigh your escape options, whether it's better to run than gun and how you can best utilize the environment you're in. Is sneaking better than engaging a gaggle of Infected? Figure out your options based on your location.

CHECKLIST 3 // YOUR WEAPONRY



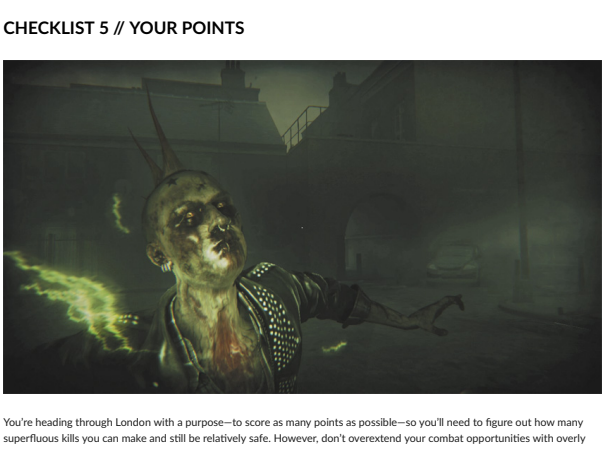
Are you armed only with a cricket bat and harsh language? Or do you have the latest in semiautomatic assault rifles? How's your ammunition supply? As you're rarely weighed down with bullets, you need to carefully calculate whether you can expend ammo removing threats that may not be critical to your progress. Or you may favor the cricket bat to keep your ammo stash as high as possible.

CHECKLIST 4 // YOUR HEALTH AND WELL-BEING



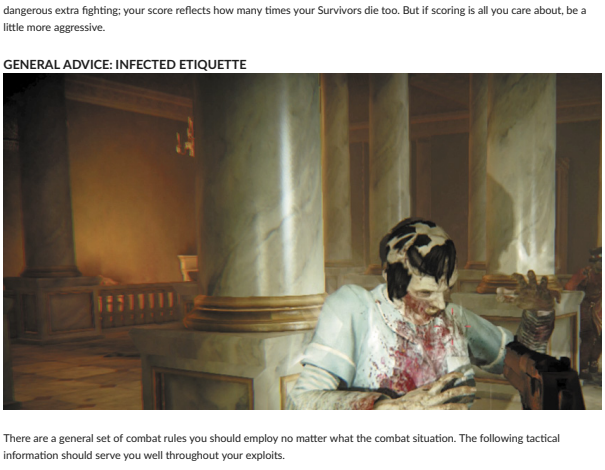
Are you fighting fit or are you partially cut to ribbons by zombie talons? How is your supply of Medipacks, cake, soda, chocolate, and Virucide Shots? It's no use having a collection of firearms if you're attacked from behind and can't quickly heal yourself. Keeping a collection of healing items is paramount to your success. Facing foes when low on health, even with a plentiful ammo supply, is dangerous.

CHECKLIST 5 // YOUR POINTS



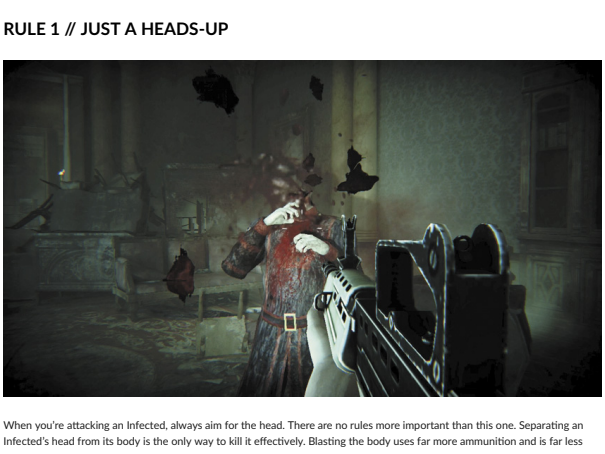
You're heading through London with a purpose—to score as many points as possible—so you'll need to figure out how many superfluous kills you can make and still be relatively safe. However, don't overextend your combat opportunities with overly dangerous extra fighting; your score reflects how many times your Survivors die too. But if scoring is all you care about, be a little more aggressive.

GENERAL ADVICE: INFECTED ETIQUETTE



There are a general set of combat rules you should employ no matter what the combat situation. The following tactical information should serve you well throughout your exploits.

RULE 1 // JUST A HEADS-UP

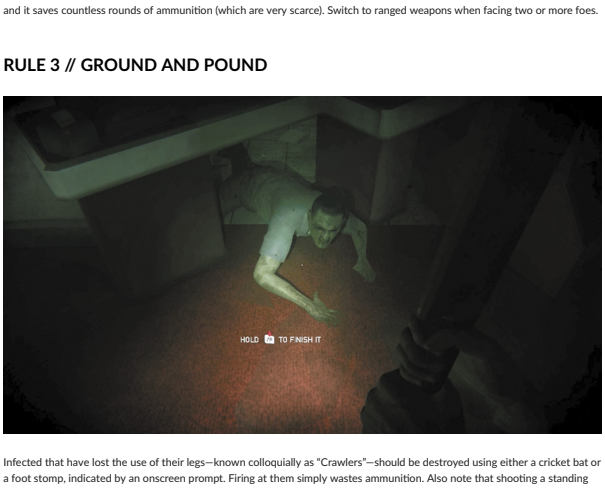


When you're attacking an Infected, always aim for the head. There are no rules more important than this one. Separating an Infected's head from its body is the only way to kill it effectively. Blasting the body uses far more ammunition and is far less effective. If an Infected has a head, it needs to be removed, as quickly as possible.

RULE 2 // ANYONE FOR CRICKET?

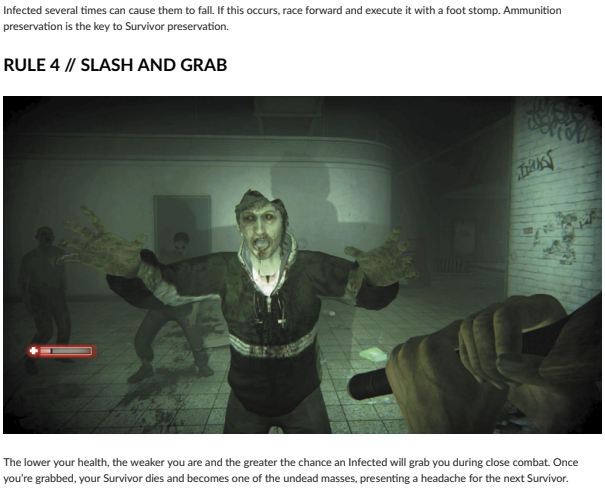
The cricket bat is extremely effective at battering a single Infected to death. Use this over all other weapons in this (and only this) circumstance. The reasons are simple: You never break a cricket bat, it allows you to get the timing of your attacks down, and it saves countless rounds of ammunition (which are very scarce). Switch to ranged weapons when facing two or more foes.

RULE 3 // GROUND AND POUND



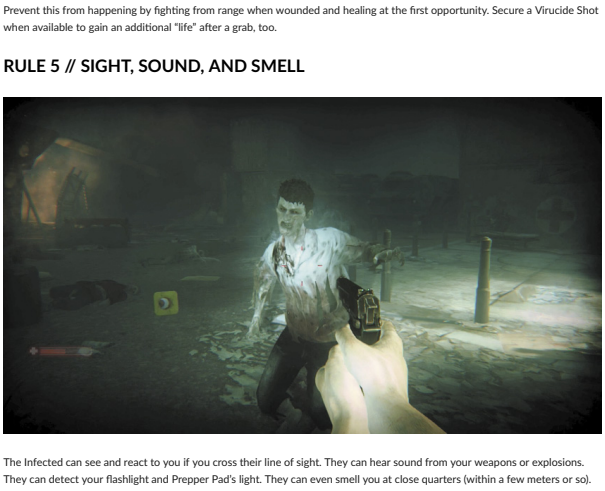
Infected that have lost the use of their legs—known colloquially as "Crawlers"—should be destroyed using either a cricket bat or a foot stomp, indicated by an onscreen prompt. Firing at them simply wastes ammunition. Also note that shooting a standing Infected several times can cause them to fall. If this occurs, race forward and execute it with a foot stomp. Ammunition preservation is the key to Survivor preservation.

RULE 4 // SLASH AND GRAB



The lower your health, the weaker you are and the greater the chance an Infected will grab you during close combat. Once you're grabbed, your Survivor dies and becomes one of the undead masses, presenting a headache for the next Survivor. Prevent this from happening by fighting from range when wounded and healing at the first opportunity. Secure a Virucide Shot when available to gain an additional "life" after a grab, too.

RULE 5 // SIGHT, SOUND, AND SMELL



The Infected can see and react to you if you cross their line of sight. They can hear sound from your weapons or explosions. They can detect your flashlight and Prepper Pad's light. They can even smell you at close quarters (within a few meters or so). The noisier you are, the more violent the combat. You can also use these facts to your advantage, such as by firing a single shot to draw a foe into a trap (e.g., a prepped mine).

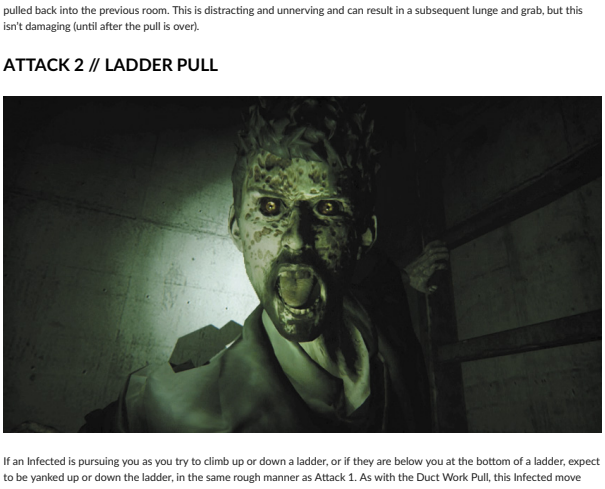
GENERAL ADVICE: TYPES OF ATTACKS

All Infected have several different ways to weaken, maul, and generally freak you out. Expect to be manhandled in the following ways throughout your journey.

ATTACK 1 // DUCT WORK PULL

If an Infected pursues you into duct work, crawl spaces, or other ventilation areas, expect to be unceremoniously tackled and pulled back into the previous room. This is distracting and unnerving and can result in a subsequent lunge and grab, but this isn't damaging (until after the pull is over).

ATTACK 2 // LADDER PULL



If an Infected is pursuing you as you try to climb up or down a ladder, or if they are below you at the bottom of a ladder, expect to be yanked up or down the ladder, in the same rough manner as Attack 1. As with the Duct Work Pull, this Infected move simply allows them to strike you afterward.

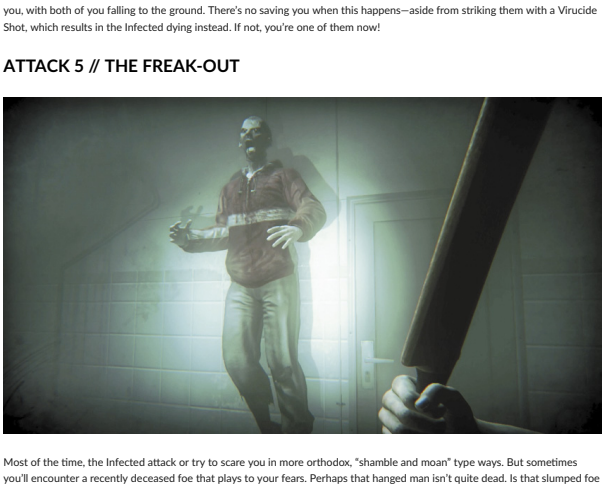
ATTACK 3 // MELEE STRIKE

This occurs during almost every fight if you let your foe get within melee striking range. The Infected will lash out with fists (or gnaw at your feet if crawling), damaging you in the process. This is the mainstay of the Infected's attacks, and they use it all the time. Avoid it if at all possible. Back up and away from such attacks every chance you get.

ATTACK 4 // LUNGE AND GRAB

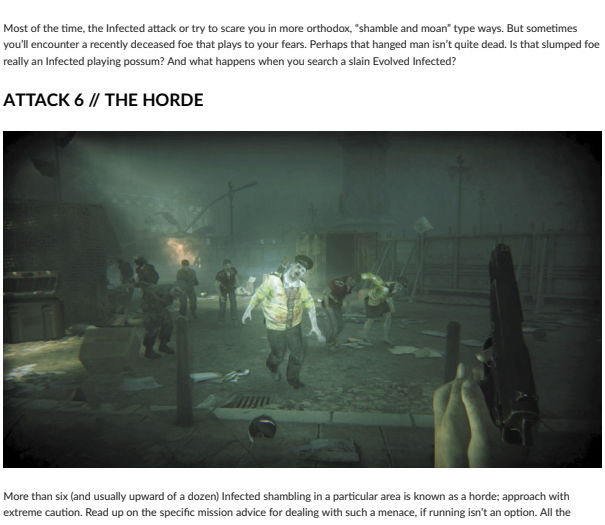
This spells doom for your Survivor. As you become more wounded, an Infected may (at melee striking range) lunge and grab you, with both of you falling to the ground. There's no saving you when this happens—aside from striking them with a Virucide Shot, which results in the Infected dying instead. If not, you're one of them now!

ATTACK 5 // THE FREAK-OUT



Most of the time, the Infected attack or try to scare you in more orthodox, "shamble and moan" type ways. But sometimes you'll encounter a recently deceased foe that plays to your fears. Perhaps that hanged man isn't quite dead. Is that slumped foe really an Infected playing possum? And what happens when you search a slain Evolved Infected?

ATTACK 6 // THE HORDE

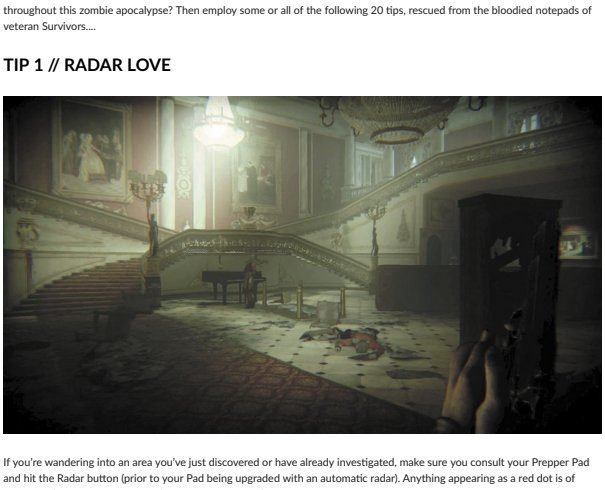


More than six (and usually upward of a dozen) Infected shambling in a particular area is known as a horde; approach with extreme caution. Read up on the specific mission advice for dealing with such a menace, if running isn't an option. All the members of the horde attack with general melee strikes, grabs, and their particular combat moves.

ADVANCED ADVICE: SITUATIONAL TAKEDOWNS

The preceding advice should serve you well during the horrific adventure to come. But what if you want to survive and thrive throughout this zombie apocalypse? Then employ some or all of the following 20 tips, rescued from the bloodied notepads of veteran Survivors....

TIP 1 // RADAR LOVE

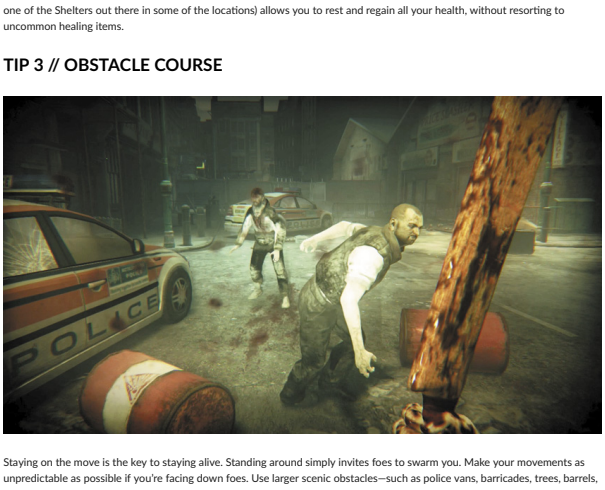


If you're wandering into an area you've just discovered or have already investigated, make sure you consult your Prepper Pad and hit the Radar button (prior to your Pad being upgraded with an automatic radar). Anything appearing as a red dot is of concern; it's either a rat or raven (which you can ignore) or an Infected. This allows you to gauge how dangerous an area is before you enter.

TIP 2 // THIS IS MY HOUSE!

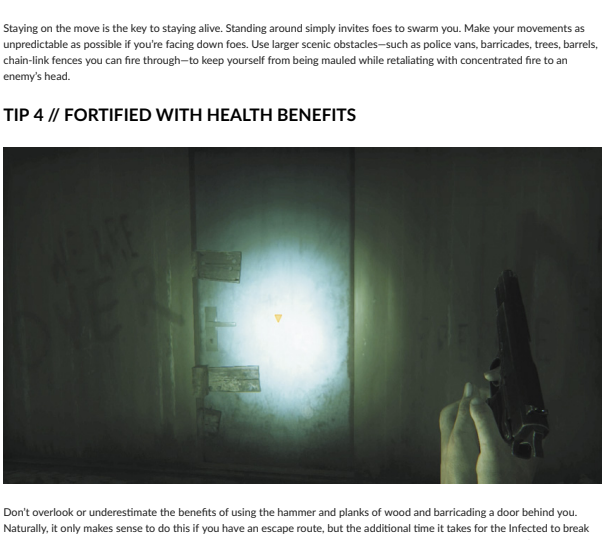
You've just survived a zombie onslaught, but you haven't quite finished your mission yet. Do you chance dying just before completion? No; you locate the nearest manhole, and use shortcuts as often as possible. Heading back to the Safe House (or one of the Shelters out there in some of the locations) allows you to rest and regain all your health, without resorting to uncommon healing items.

TIP 3 // OBSTACLE COURSE



Staying on the move is the key to staying alive. Standing around simply invites foes to swarm you. Make your movements as unpredictable as possible if you're facing down foes. Use larger scenic obstacles—such as police vans, barricades, trees, barrels, chain-link fences you can fire through—to keep yourself from being mauled while retaliating with concentrated fire to an enemy's head.

TIP 4 // FORTIFIED WITH HEALTH BENEFITS

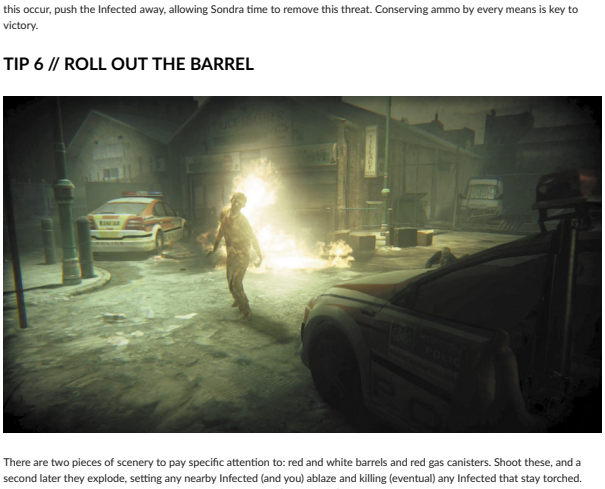


Don't overlook or underestimate the benefits of using the hammer and planks of wood and barricading a door behind you. Naturally, it only makes sense to do this if you have an escape route, but the additional time it takes for the Infected to break the barricade could be the time you need to escape, heal, reload, or set up a mine trap for them. Even if you can't hammer a barricade, close a door behind you to waylay any foes.

TIP 5 // MY MATE SONDRA

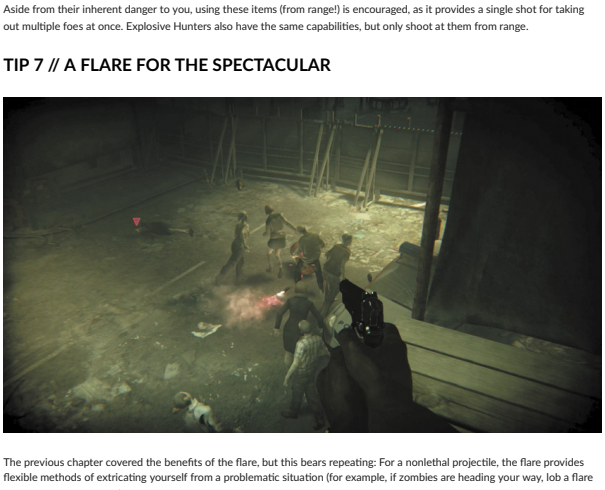
On a couple of occasions, a raven named Sondra appears to help you navigate certain treacherous locales. Let her do the firing while you keep your ammunition for future combat. Her shot is usually deadly, but a foe may occasionally reach you. Should this occur, push the Infected away, allowing Sondra time to remove this threat. Conserving ammo by every means is key to victory.

TIP 6 // ROLL OUT THE BARREL



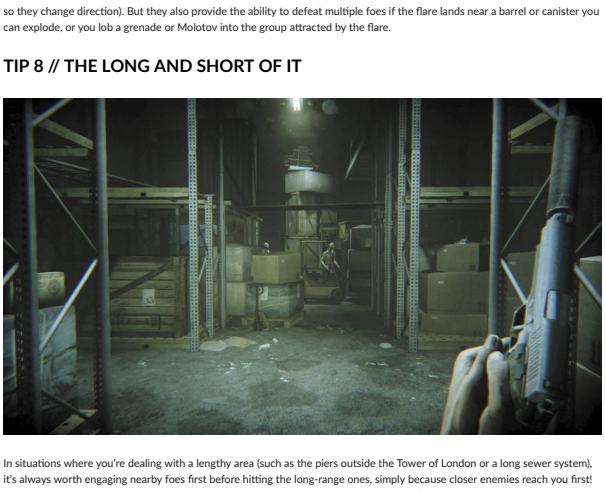
There are two pieces of scenery to pay specific attention to: red and white barrels and red gas canisters. Shoot these, and a second later they explode, setting any nearby Infected (and you) ablaze and killing (eventually) any Infected that stay torched. Aside from their inherent danger to you, using these items (from range!) is encouraged, as it provides a single shot for taking out multiple foes at once. Explosive Hunters also have the same capabilities, but only shoot at them from range.

TIP 7 // A FLARE FOR THE SPECTACULAR



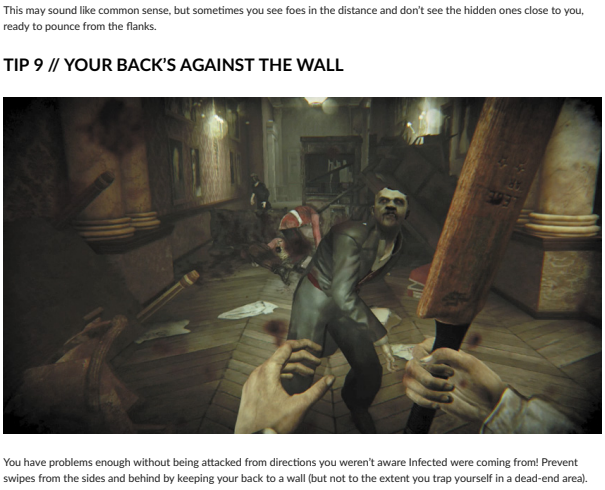
The previous chapter covered the benefits of the flare, but this bears repeating: For a nonlethal projectile, the flare provides flexible methods of extricating yourself from a problematic situation (for example, if zombies are heading your way, lob a flare so they change direction). But they also provide the ability to defeat multiple foes if the flare lands near a barrel or canister you can explode, or you lob a grenade or Molotov into the group attracted by the flare.

TIP 8 // THE LONG AND SHORT OF IT



In situations where you're dealing with a lengthy area (such as the piers outside the Tower of London or a long sewer system), it's always worth engaging nearby foes first before hitting the long-range ones, simply because closer enemies reach you first! This may sound like common sense, but sometimes you see foes in the distance and don't see the hidden ones close to you, ready to pounce from the flanks.

TIP 9 // YOUR BACK'S AGAINST THE WALL

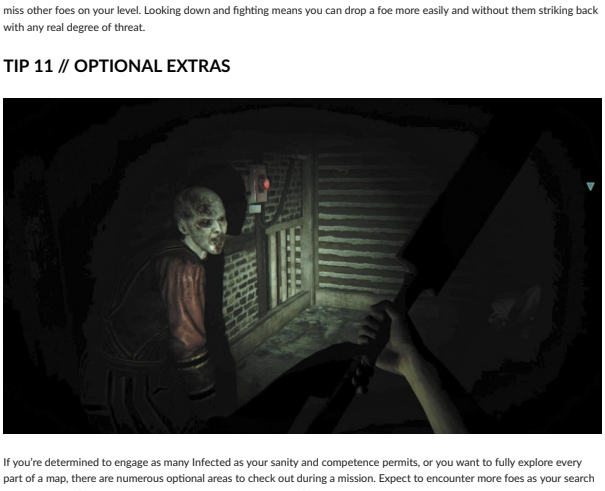


You have problems enough without being attacked from directions you weren't aware Infected were coming from! Prevent swipes from the sides and behind by keeping your back to a wall (but not to the extent you trap yourself in a dead-end area). When fighting foes, you need to keep track of all of them and give them as limited an attack radius as possible.

TIP 10 // YOU TAKE THE HIGH ROAD...

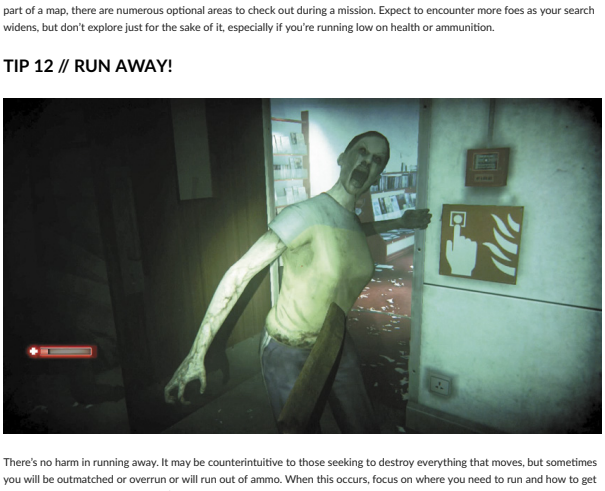
It's always better to stand on higher ground, looking down and shooting at Infected below you, rather than gazing up and trying to hit a foe above head height. Looking up and fighting means you're less likely to move swiftly and safely, and you may miss other foes on your level. Looking down and fighting means you can drop a foe more easily and without them striking back with any real degree of threat.

TIP 11 // OPTIONAL EXTRAS



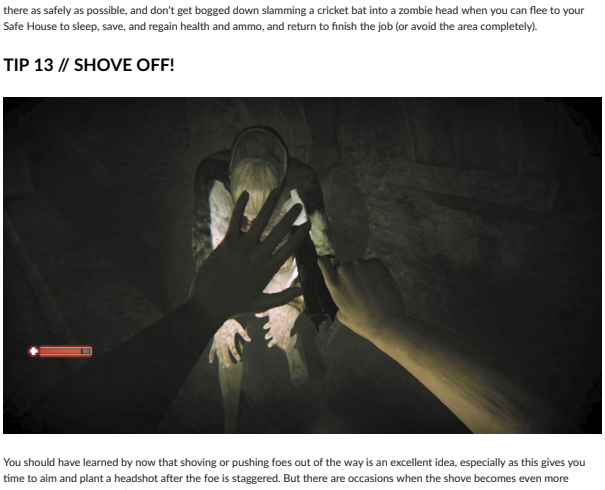
If you're determined to engage as many Infected as your sanity and competence permits, or you want to fully explore every part of a map, there are numerous optional areas to check out during a mission. Expect to encounter more foes as your search widens, but don't explore just for the sake of it, especially if you're running low on health or ammunition.

TIP 12 // RUN AWAY!



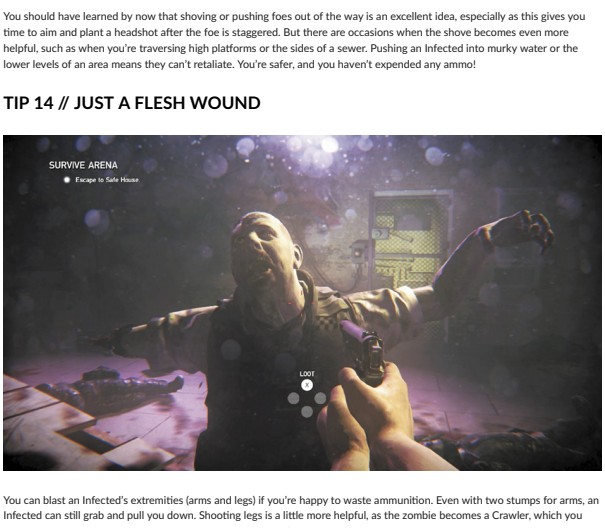
There's no harm in running away. It may be counterintuitive to those seeking to destroy everything that moves, but sometimes you will be outmatched or overrun or will run out of ammo. When this occurs, focus on where you need to run and how to get there as safely as possible, and don't get bogged down slamming a cricket bat into a zombie head when you can flee to your Safe House to sleep, save, and regain health and ammo, and return to finish the job (or avoid the area completely).

TIP 13 // SHOVE OFF!



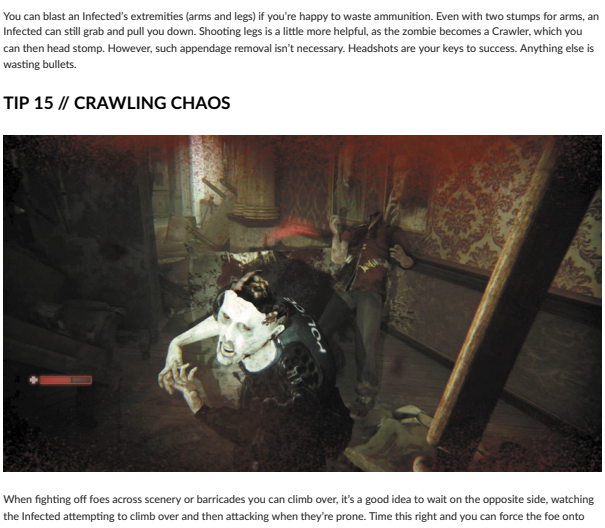
You should have learned by now that shoving or pushing foes out of the way is an excellent idea, especially as this gives you time to aim and plant a headshot after the foe is staggered. But there are occasions when the shove becomes even more helpful, such as when you're traversing high platforms or the sides of a sewer. Pushing an Infected into murky water or the lower levels of an area means they can't retaliate. You're safer, and you haven't expended any ammo!

TIP 14 // JUST A FLESH WOUND



You can blast an Infected's extremities (arms and legs) if you're happy to waste ammunition. Even with two stumps for arms, an Infected can still grab and pull you down. Shooting legs is a little more helpful, as the zombie becomes a Crawler, which you can then head stomp. However, such appendage removal isn't necessary. Headshots are your keys to success. Anything else is wasting bullets.

TIP 15 // CRAWLING CHAOS



When fighting off foes across scenery or barricades you can climb over, it's a good idea to wait on the opposite side, watching the Infected attempting to climb over and then attacking when they're prone. Time this right and you can force the foe onto the ground and then execute a head stomp. Or you can topple a foe over an upturned table or other piece of furniture, delaying them in reaching you.

TIP 16 // A HERD MENTALITY #1

You want to inflict multiple casualties with as little ammunition expenditure as possible. Kill one Infected with a cricket bat. Bring out ranged weapons if two or three are attacking you. But when four Infected appear simultaneously, it's time to gather all of your foes in a single group and then devastate them with an explosive (and sometimes a projectile-based attack). Explode barrels, canisters, or Explosive Hunters, or drop or lob grenades, Molotovs, or mines.

TIP 17 // A HERD MENTALITY #2

"Herding" the undead is a great way to get them to fall into a trap you've set. This usually works in wider courtyards and against groups or hordes of zombies. To attract the Infected's attention, stand where they can see you. When all of them are lumbering toward you, sprint for the trap you've set (as detailed in Tip 16) and rip through as many Infected carcasses as you can before resorting to conventional combat.

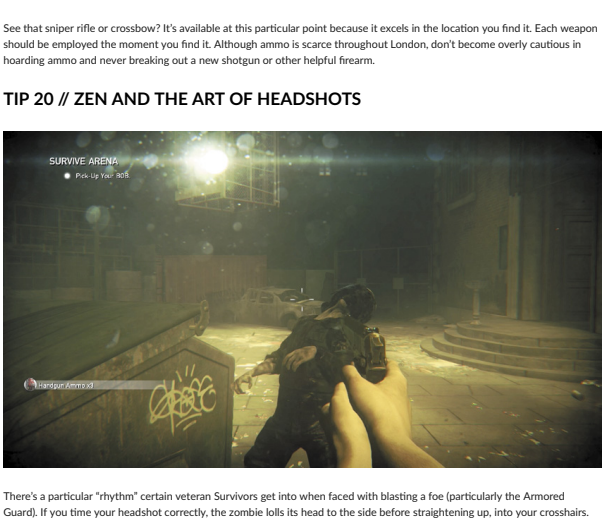
TIP 18 // A HERD MENTALITY #3

What happens when you've a whole tube station of foes descending on your location, which is perhaps not as wide open as you'd like? Then perfect the art of "funneling," which is to close off all extraneous doorways or thoroughfares (by barricading or herding) and forcing your foes to attack via a single, and hopefully narrow, point. If, for example, you can get a horde to only attack via crawling at you under a shutter, you can head stomp multiple foes with zero ammo loss (but slightly soggy footwear).

TIP 19 // A WEAPON FOR EVERY OCCASION

See that sniper rifle or crossbow? It's available at this particular point because it excels in the location you find it. Each weapon should be employed the moment you find it. Although ammo is scarce throughout London, don't become overly cautious in hoarding ammo and never breaking out a new shotgun or other helpful firearm.

TIP 20 // ZEN AND THE ART OF HEADSHOTS



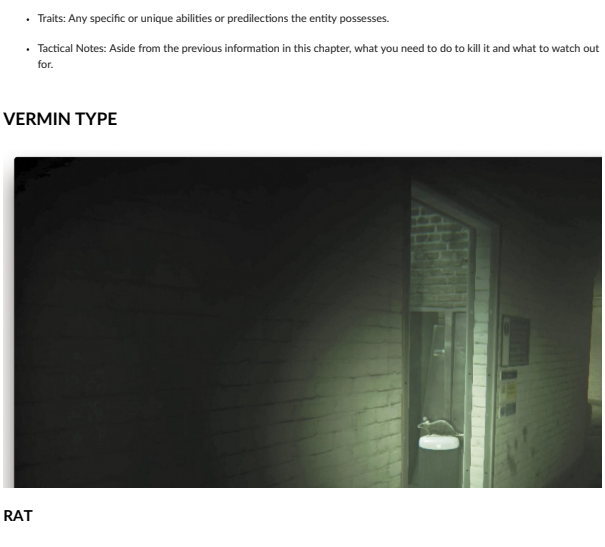
There's a particular "rhythm" certain veteran Survivors get into when faced with blasting a foe (particularly the Armored Guard). If you time your headshot correctly, the zombie lolls its head to the side before straightening up, into your crosshairs. During this half-second, you can fire a second shot, and if timed right, the zombie lolls its head again. Once you find this rhythm, you can use it to hit every time, instead of constantly re-aiming during a takedown.

INCOMING INFECTED: KNOW YOUR FOE

The remainder of this chapter provides visual representations of each of the Infected types, along with notes on their constitution, attack pattern and damage, traits, and takedown tactics. The following data is presented. Here's what it all means:

- Other Names: If there are any other names or colloquialisms for the entity, it is mentioned here.
- Body Type: "Varies" means the Infected comes in all shapes, sizes, and outfits, from dead commuters to expired palace guards; the picture is an example of a specimen. "Specific" indicates the Infected looks pretty much identical to the visual representation shown.
- Constitution (HP): How many Hit Points this entity has. Cross-reference this with the damage your weapon inflicts to figure out how long it will take to destroy this foe.
- Attack Type: The attack style the foe employs when attacking you.
- Traits: Any specific or unique abilities or predilections the entity possesses.
- Tactical Notes: Aside from the previous information in this chapter, what you need to do to kill it and what to watch out for.

VERMIN TYPE



RAT

Other Names: Vermin

Constitution (HP): 15

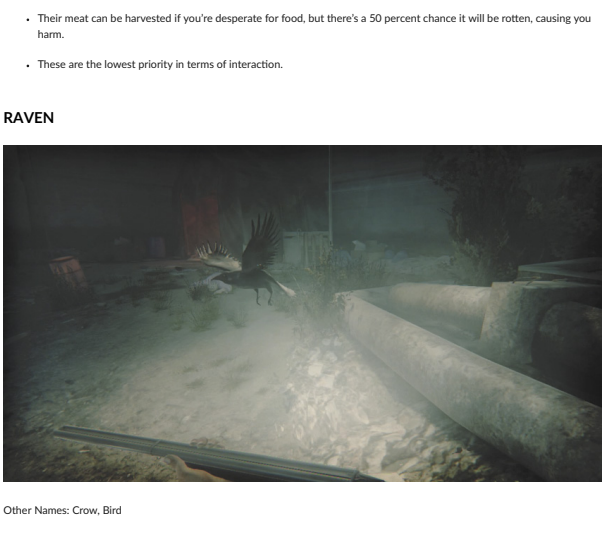
Attack Type: None

Traits: Scurrying

Tactical Notes:

- These appear as red dots when scanned. However, they aren't aggressive.
- They usually scurry for cover; shoot them before they see you or before they hide and disappear from view.
- Their meat can be harvested if you're desperate for food, but there's a 50 percent chance it will be rotten, causing you harm.
- These are the lowest priority in terms of interaction.

RAVEN



Other Names: Crow, Bird

Constitution (HP): 15

Attack Type: None

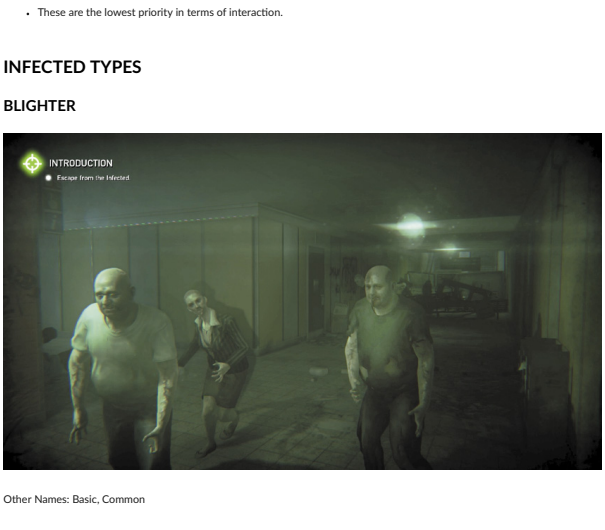
Traits: Flying

Tactical Notes:

- These appear as red dots when scanned. However, they aren't aggressive.
- They usually fly away; aim and fire at them before they spot you or before they fly away from view.
- Their meat can be harvested if you're desperate for food, but there's a 50 percent chance it will be rotten, causing you harm.
- These are the lowest priority in terms of interaction.

INFECTED TYPES

BLIGHTER



Other Names: Basic, Common

Body Type: Varies

Constitution (HP): 350–750 (random)

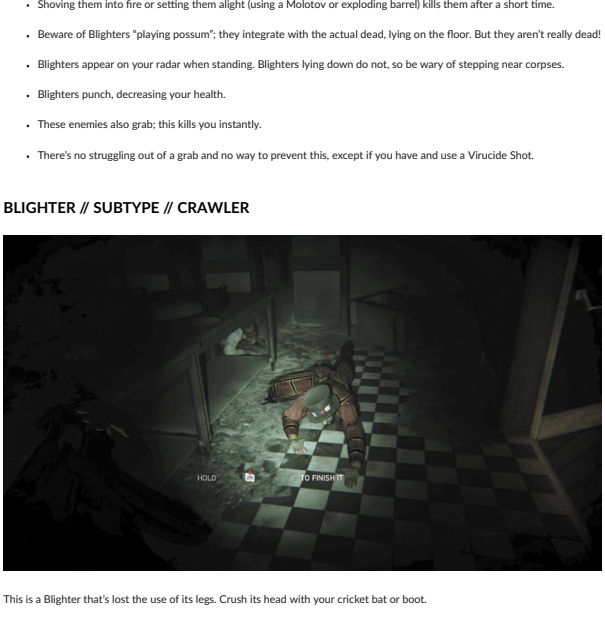
Attack Type: Clawing Punch, 20 HP damage

Traits: Weak head, can be dismembered

Tactical Notes:

- Isolate a single Blighter, defeat it, and move to the next.
- Maneuver so you're attacking one foe at a time; combat against a group is extremely dangerous.
- Try pushing and shoving if these are within melee range; this allows you some time to dodge them and escape.
- Shoving them into fire or setting them alight (using a Molotov or exploding barrel) kills them after a short time.
- Beware of Blighters "playing possum"; they integrate with the actual dead, lying on the floor. But they aren't really dead!
- Blighters appear on your radar when standing. Blighters lying down do not, so be wary of stepping near corpses.
- Blighters punch, decreasing your health.
- These enemies also grab; this kills you instantly.
- There's no struggling out of a grab and no way to prevent this, except if you have and use a Virucide Shot.

BLIGHTER // SUBTYPE // CRAWLER

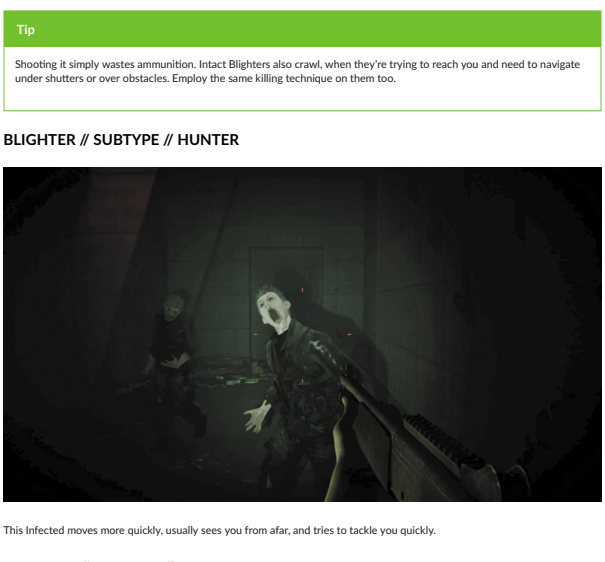


This is a Blighter that's lost the use of its legs. Crush its head with your cricket bat or boot.

Tip

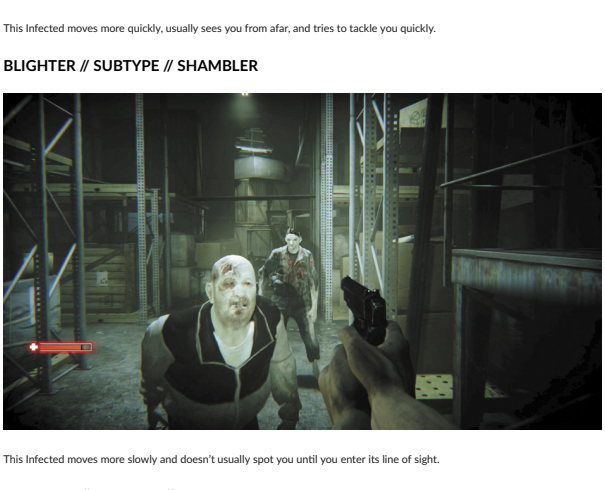
Shooting it simply wastes ammunition. Intact Blighters also crawl, when they're trying to reach you and need to navigate under shutters or over obstacles. Employ the same killing technique on them too.

BLIGHTER // SUBTYPE // HUNTER



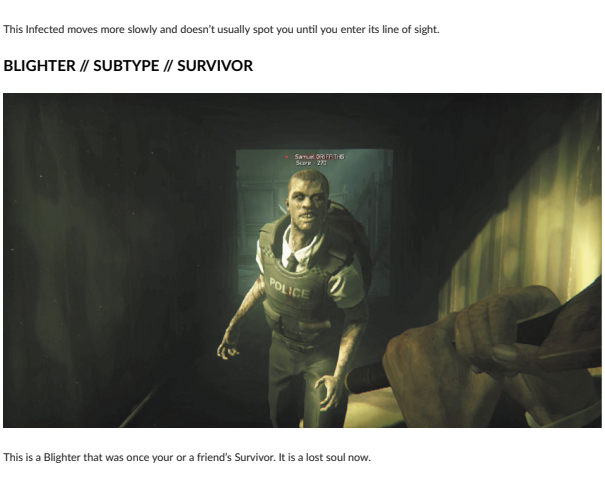
This Infected moves more quickly, usually sees you from afar, and tries to tackle you quickly.

BLIGHTER // SUBTYPE // SHAMBLER



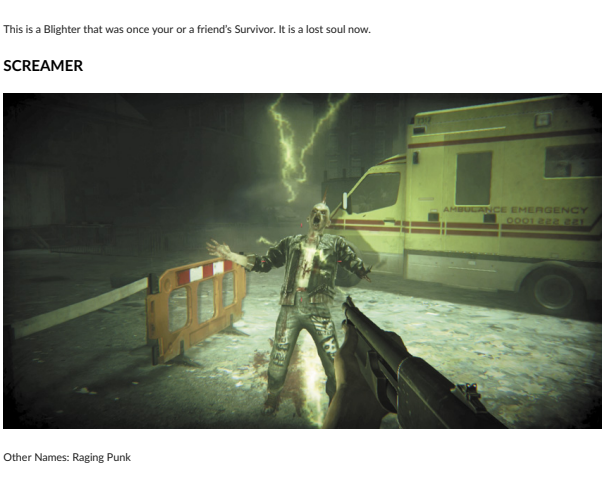
This Infected moves more slowly and doesn't usually spot you until you enter its line of sight.

BLIGHTER // SUBTYPE // SURVIVOR



This is a Blighter that was once your or a friend's Survivor. It is a lost soul now.

SCREAMER



Other Names: Raging Punk

Body Type: Specific

Constitution (HP): 700

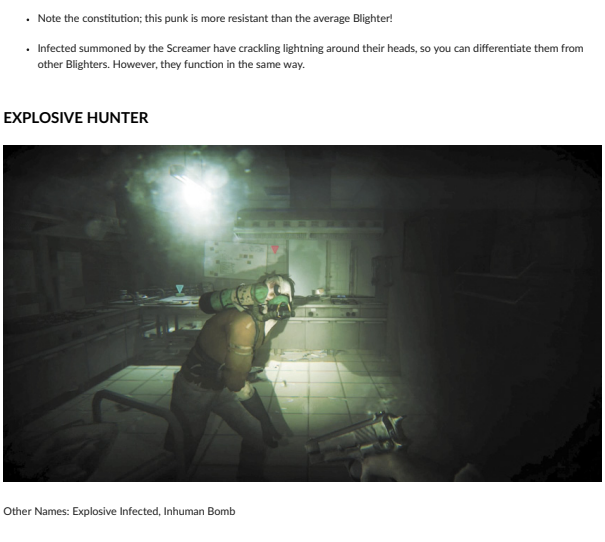
Attack Type: Clawing Punch, 20 HP damage

Traits: Screams intermittently; screaming spawns more Infected

Tactical Notes:

- This punk's screaming attracts more Blighters into the local area, where you're positioned.
- In general, the more this foe screams, the more foes appear and the more difficult the combat becomes.
- This is a priority target, unless you're so proficient that you want to attract further foes, then destroy them all for the Survivor points or skill level increases.
- Rush toward the Screamer and it halts its yelling to attack you.
- Note the constitution; this punk is more resistant than the average Blighter!
- Infected summoned by the Screamer have crackling lightning around their heads, so you can differentiate them from other Blighters. However, they function in the same way.

EXPLOSIVE HUNTER



Other Names: Explosive Infected, Inhuman Bomb

Body Type: Specific

Constitution (HP): 350

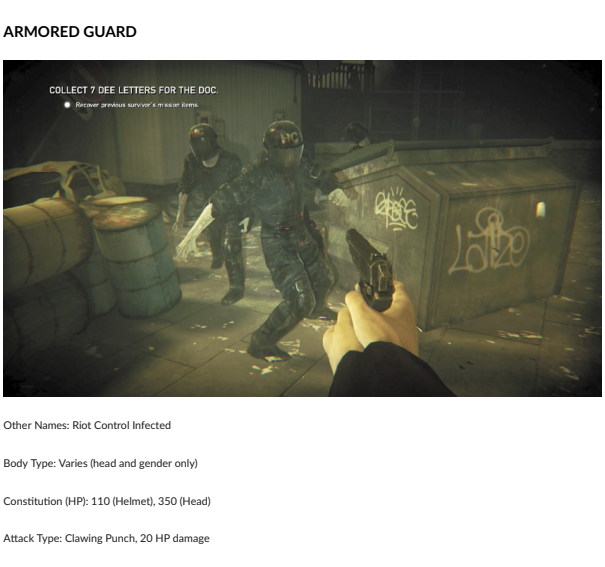
Attack Type: Clawing Punch, 20 HP damage

Traits: Explodes if shot in the body; headshots won't trigger the explosions

Tactical Notes:

- Exercise extreme caution with this Infected; haphazardly firing at it, at close range, usually results in your death.
- If this foe reaches you, attempt to shove it, back up, and blast it from a distance, well away from its explosive blast radius.
- Scan this enemy first! If it is carrying loot you need, try to aim for the head. Headshots won't detonate the explosives the enemy carries.
- Caution! Do not, under any circumstances, use the cricket bat on this enemy. The explosion usually kills you!
- Use this foe as a "walking bomb" that can remove multiple foes at once. Shoot the foe when it and others are clustered together.
- Employ the flare to summon a group of Infected together with this enemy. Then shoot it.
- Even if you need to maneuver and run for a while, setting up an explosion that takes out many foes is preferable.
- If this foe dies without exploding, you can still use the corpse as a type of mine: Shoot it when foes are near!
- Listen! This foe can also be detected by the sound of gas leaking from its explosive capsule. You hear this when they are near.

ARMORED GUARD



Other Names: Riot Control Infected

Body Type: Varies (head and gender only)

Constitution (HP): 110 (Helmet), 350 (Head)

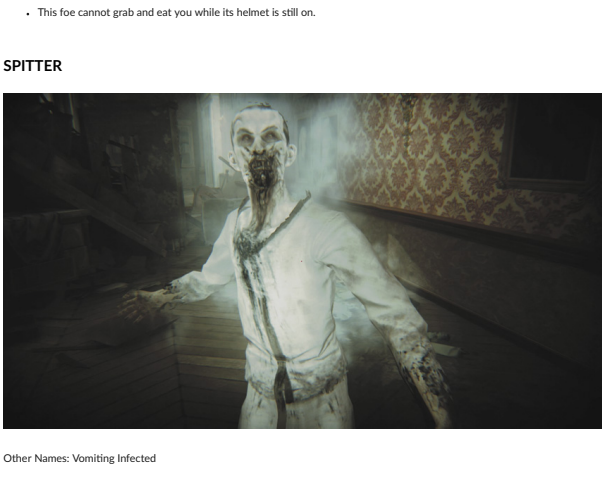
Attack Type: Clawing Punch, 20 HP damage

Traits: The entire body is bulletproof.

Tactical Notes:

- This foe is completely impervious to bullets in all body locations; it can't be dismembered. It can be knocked to the ground but doesn't take damage.
- Pushing these enemies is less effective than pushing against Blighters.
- Defeat it by shooting its helmet to remove it, then shoot it in the head.
- When only one of these is attacking (and no other foes are present), use the cricket bat, although this is a laborious process.
- Another option is to use the bat to remove the helmet and finish with a firearm.
- A more proficient way to kill an Armored Infected is by using explosives (mines, grenades, barrels, and the like). Use this method wherever possible.
- However, the foe's armor is fireproof, so pushing them into a fire isn't an option. Neither are Molotov cocktails.
- This foe cannot grab and eat you while its helmet is still on.

SPITTER



Other Names: Vomiting Infected

Body Type: Specific

Constitution (HP): 700

Attack Type 1: Clawing Punch, 20 HP damage

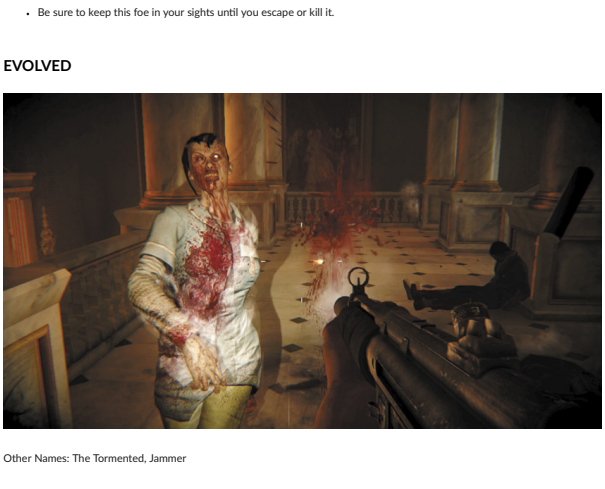
Attack Type 2: Spit, 15 HP damage

Traits: Spits from a distance; loss of health and visibility if spit hits you

Tactical Notes:

- Spitters are a priority, unless a Screamer is also sighted.
- Their spittle causes visibility problems for a second; peer through the goo and keep your composure!
- Run toward this enemy, and it stops spitting in order to attack like a Blighter. This is helpful!
- Make sure you can strafe constantly and consistently; quickly moving left or right, or circling around the foe causes it to miss its spits.
- Watch and listen; you can hear the disgusting "prespit" sound it emits prior to the projectile launch. Promptly avoid.
- Standing still, you're very prone to being struck, so stay active and moving at all times.
- Be sure to keep this foe in your sights until you escape or kill it.

EVOLVED



Other Names: The Tormented, Jammer

Body Type: Specific

Constitution (HP): 1,300 (total), 350 (before each teleport)

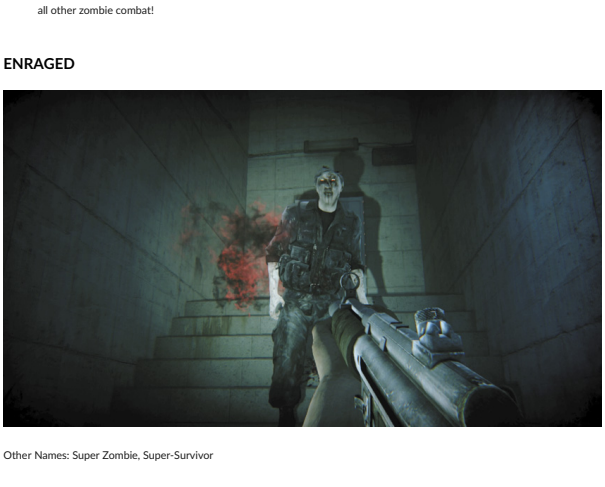
Attack Type: Three-strike combo, 10 HP damage

Traits: Teleports three or four times before dying; jams radar

Tactical Notes:

- A truly frightening adversary, and one that you must fight after defeating all other nearby foes.
- This entity teleports three or four times before finally expiring.
- The teleport is limited to the immediate fighting area.
- While alive, this Infected jams all Prepper Pad functionality (your screen is replaced by a "white noise" image).
- While alive, this Infected also jams all electronic devices in the near area, such as electronic door locks.
- One method of defeating it is to use a cricket bat, with precise swings, as it charges you.
- Another method is to wait, aim, and fire precise headshots as the foe charges.
- Once it teleports, look left and right until you spot it, so it doesn't ambush or outflank you.
- Don't let it reach you; attack during its charge. If it engages you in melee battle with its combo, push it back and aim for the head.
- Remain close to walls, or even in a corner, so you can't be attacked from the sides or behind.
- It's usually better to stay still, let the Evolved Infected come to you, and execute head strikes; this is counterintuitive to all other zombie combat!

ENRAGED



Other Names: Super Zombie, Super-Survivor

Body Type: Varies

Constitution (HP): 950

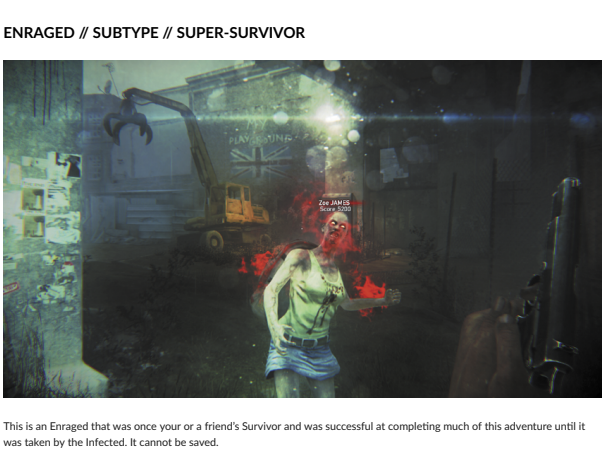
Attack Type: Clawing Punch, 70 HP damage

Traits: Very fast, very resistant, very dangerous!

Tactical Notes:

- Think of an Enraged Infected as a Blighter with a red haze around its head and increased statistics.
- These statistics include greater health and an extremely damaging clawing punch. Beware!
- Whenever possible, try to deal with this foe without other Infected nearby. Concentrate all your fighting prowess on this enemy.
- The damaging clawing punch means you need to avoid close combat at all costs. Use ranged gunfire.
- Don't be surprised if your previous Survivor is Enraged; an experienced Survivor usually returns as one of these monstrosities!
- A few Super Zombies carry upgrades later into the Campaign missions.

ENRAGED // SUBTYPE // SUPER-SURVIVOR



This is an Enraged that was once your or a friend's Survivor and was successful at completing much of this adventure until it was taken by the Infected. It cannot be saved.

CALCULATING MINIMUM DEATH REQUIREMENTS

You now have all the statistical data required to figure out exactly how few shots it will take to bring down each type of Infected with every type of weapon. Consult the "Hardware" chapter, learn the Body Damage (in HP) for each weapon, and compare it to the Constitution of every Infected type. Divide the Constitution by the Body Damage to learn the shots. Then check if there's a chance of a Critical Hit (using the "Critical Ratio" information). Finally, if the Kill Shots number is lower than the calculated number, this is the result instead.

Example 1: Beating a Spitter to death with a cricket bat:

700 (Spitter Constitution) divided by 70 (cricket bat damage, per hit), equals 10 (with a 5 percent chance of killing it per strike).

However, 5 is the Kill Shot rating for the cricket bat, so it takes a minimum of 5 cricket bat strikes to bring down a Spitter.

Example 2: Shooting a Spitter to death with an MP5 SD from 10 meters (short range):

700 (Spitter Constitution) divided by 95 (MP5 SD damage, per hit), equals 7.4 (with no chance of killing it per strike). You can't have "parts of a shot," so the number is always rounded up to 8.

However, 9 is the Kill Shot rating for the MP5 SD at this range, so it takes a minimum of 8 bullets to bring down a Spitter.

Contracts

Appendices

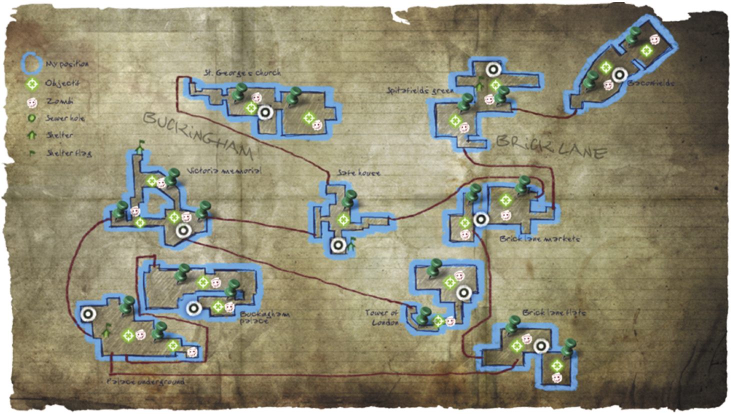
COLLECTIBLES, UNLOCKABLES, AND SECRETS

This section of the guide is devoted to checklists. During your journey, you'll want to know what you're unlocking, where important items are located, and where everything is. The following Appendices furnish you with all these pertinent details.

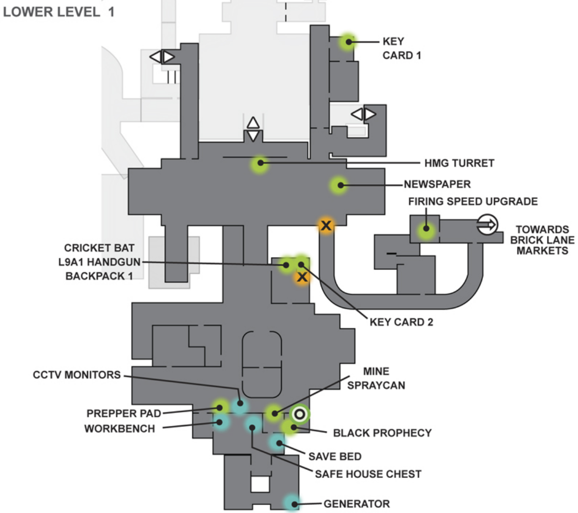
Appendix I // Campaign Maps

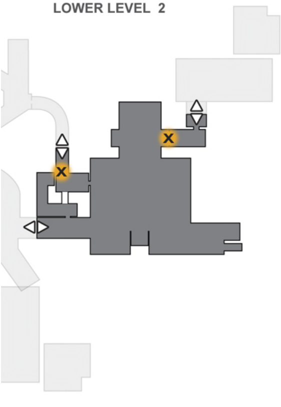
While exploring London and revisiting particular locations, it's helpful to have all labeled maps in one place, flagged with every important item and object. Remember that some you must revisit a location in order to find certain items.

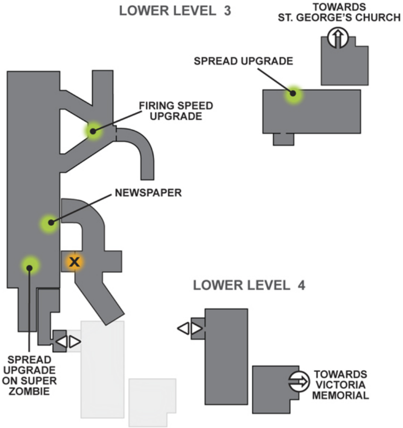
00 // Overview // London



01 // Location // Safe House

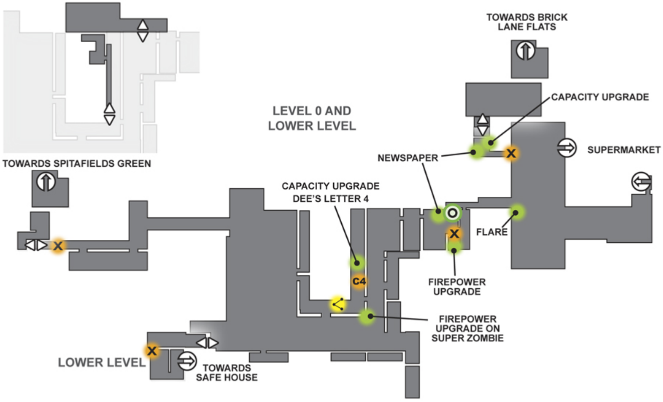




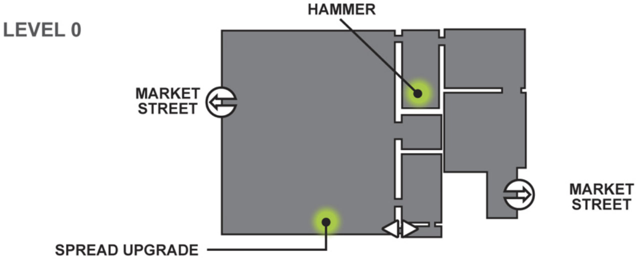

LOWER LEVEL 3
TOWARDS ST. GEORGE'S CHURCH
SPREAD UPGRADE
FIRING SPEED UPGRADE
NEWSPAPER
X
SPREAD UPGRADE ON SUPER ZOMBIE
LOWER LEVEL 4
TOWARDS VICTORIA MEMORIAL

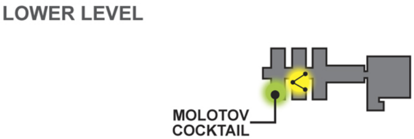
02A // Location // Brick Lane Markets (Hanbury Green and Market Street)

LEVEL 1



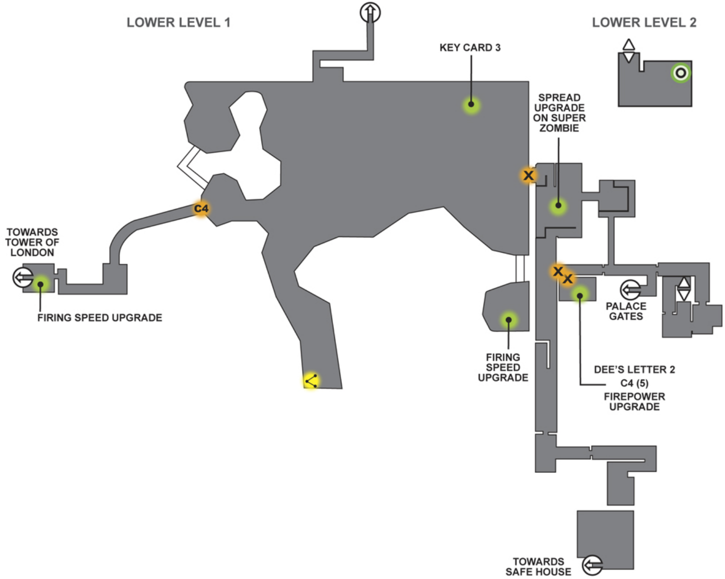
02B // Location // Brick Lane Markets (Supermarket)



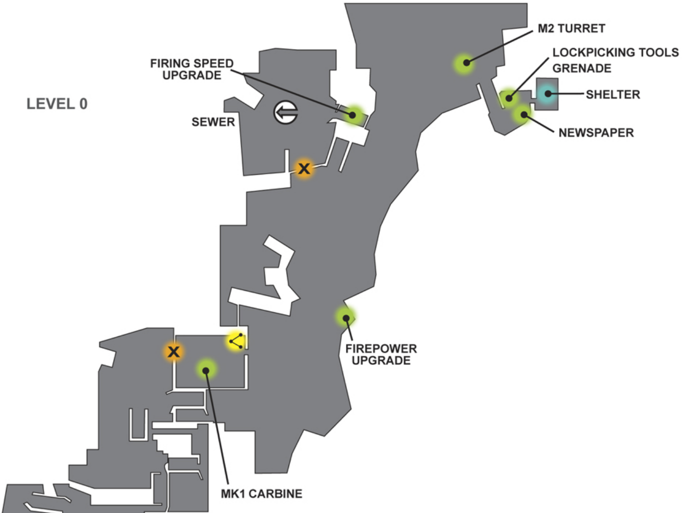


03A // Location // Victoria Memorial (Green Park)

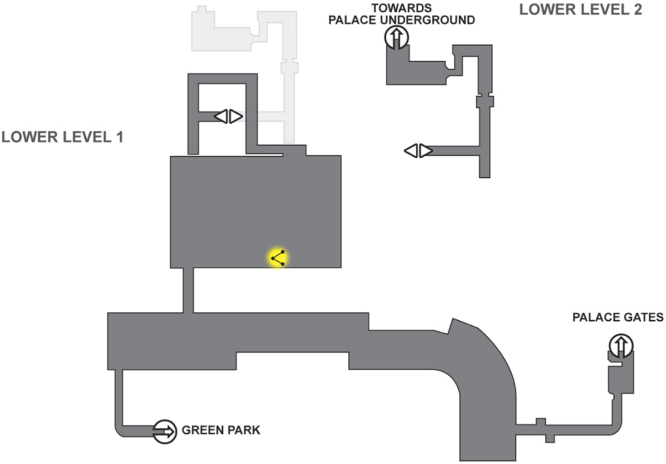
SEWER

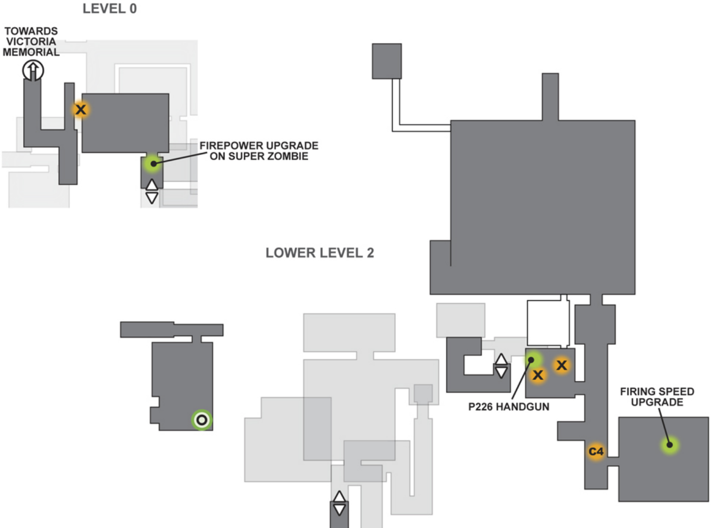


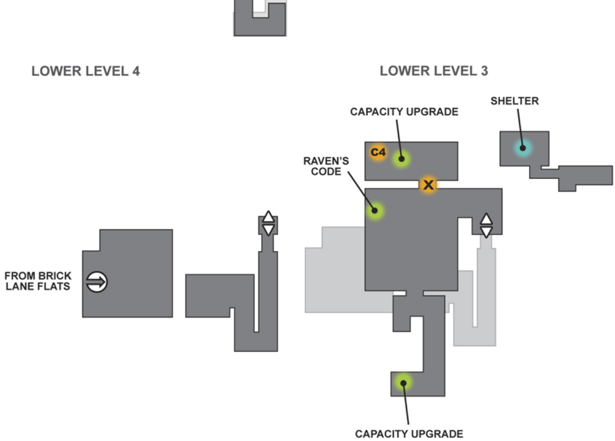
03B // Location // Victoria Memorial (Palace Gates)



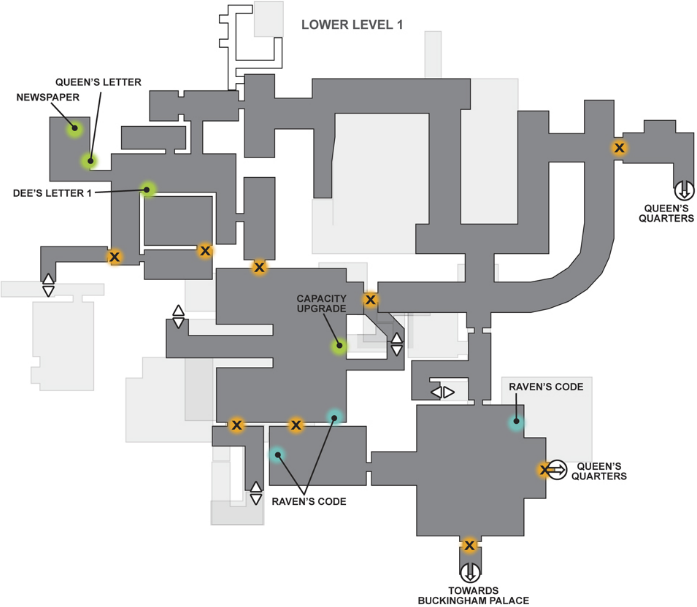
03C // Location // Victoria Memorial (Sewer)



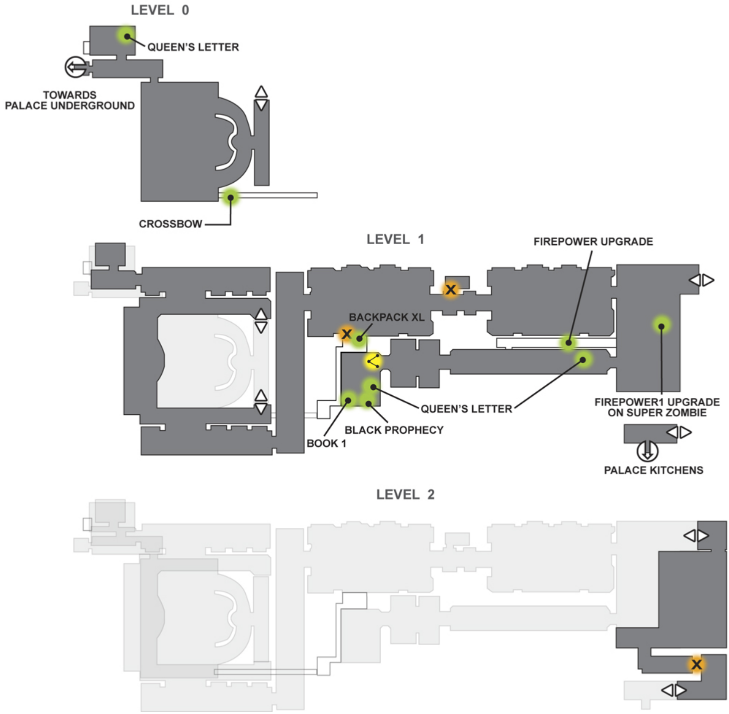




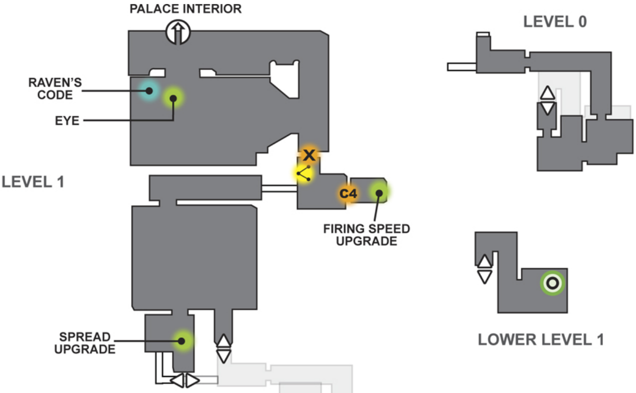
04B // Location // Palace Underground (Queen’s Quarter)



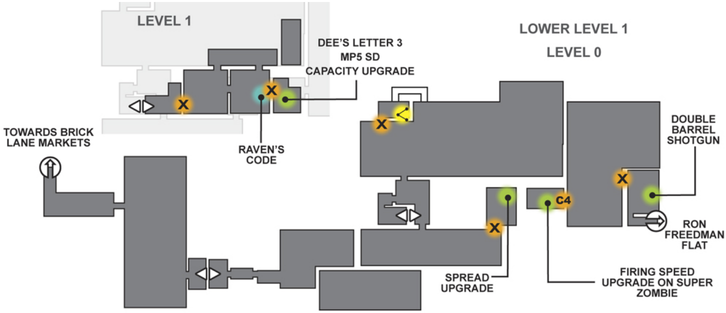
05A // Location // Buckingham Palace (Interior)



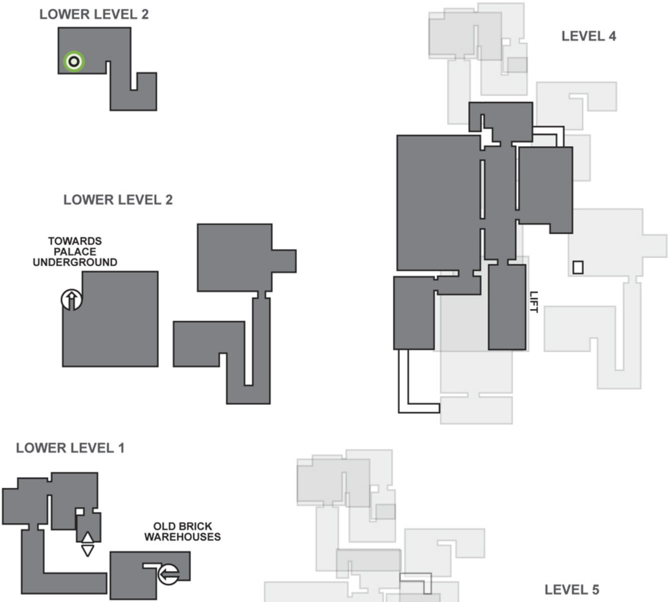
05B // Location // Buckingham Palace (Kitchens)

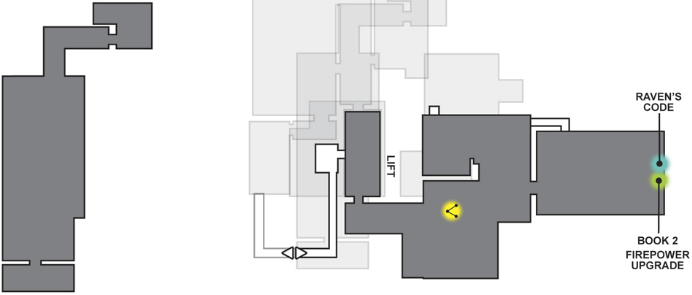


06A // Location // Brick Lane Flats (Old Brick Warehouses)

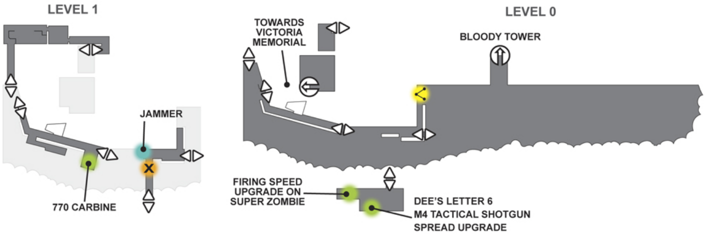


06B // Location // Brick Lane Flats (Ron Freedman's Flat)

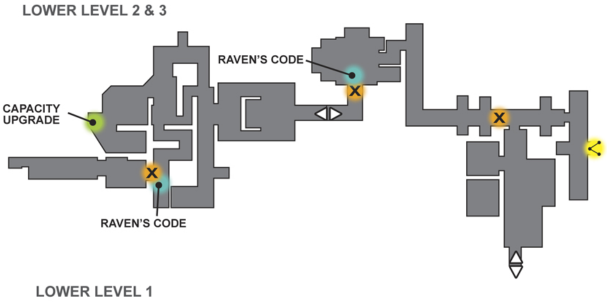


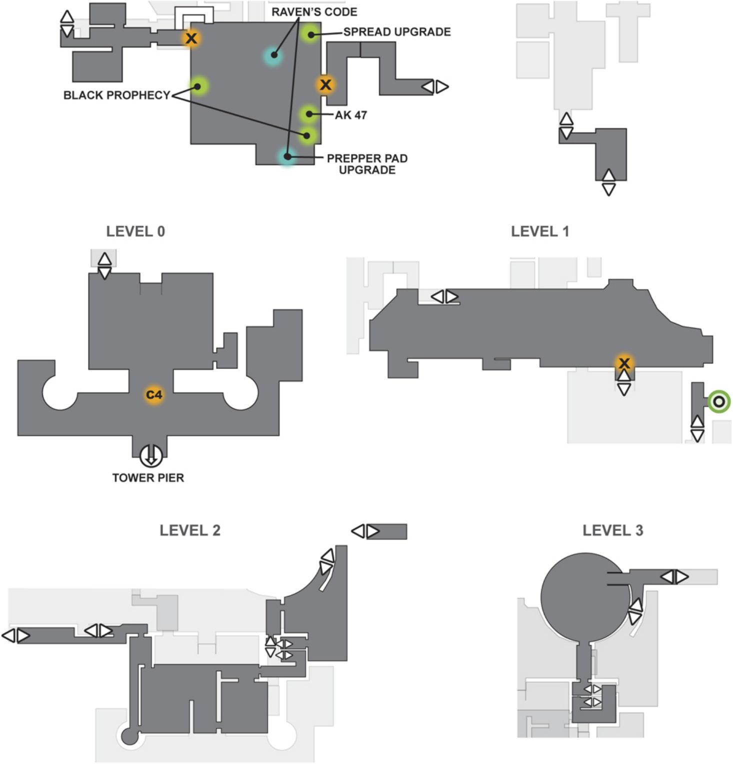


07A // Location // Tower of London (Tower Pier)

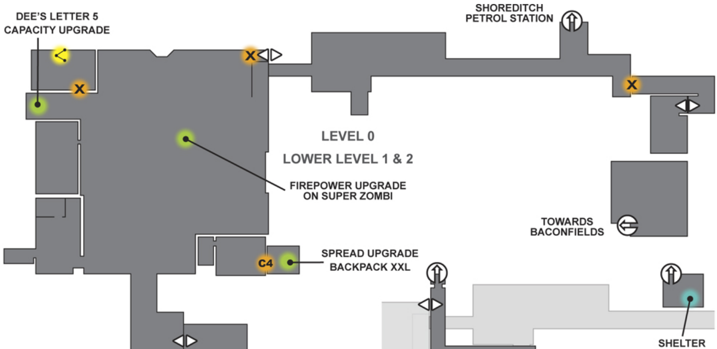

LEVEL 1
JAMMER
770 CARBINE
TOWARDS VICTORIA MEMORIAL
LEVEL 0
BLOODY TOWER
FIRING SPEED UPGRADE ON SUPER ZOMBIE
DEE'S LETTER 6
M4 TACTICAL SHOTGUN SPREAD UPGRADE

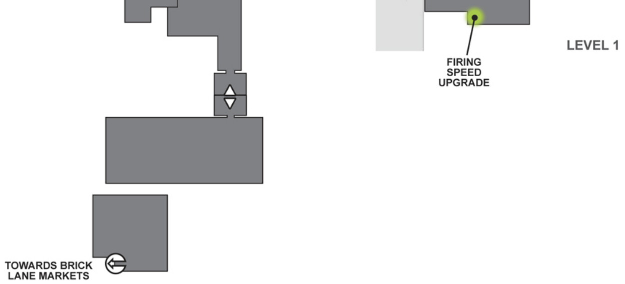
07B // Location // Tower of London (Bloody Tower)



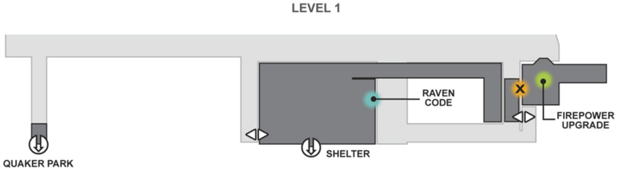


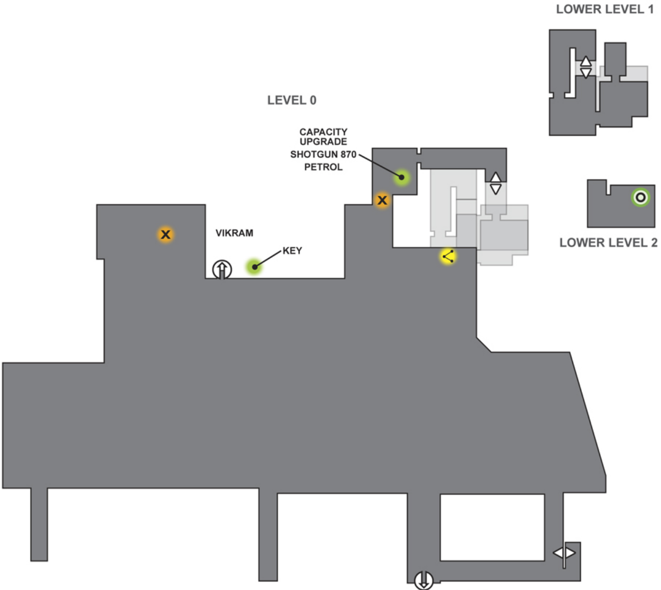
08A // Location // Spitalfields Green (Quaker Park)





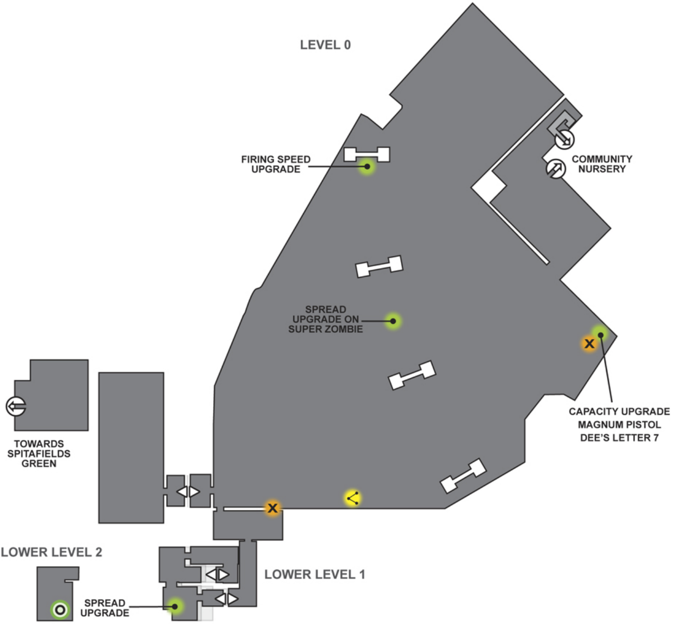
08B // Location // Spitalfields Green (Shoreditch Petrol Station)



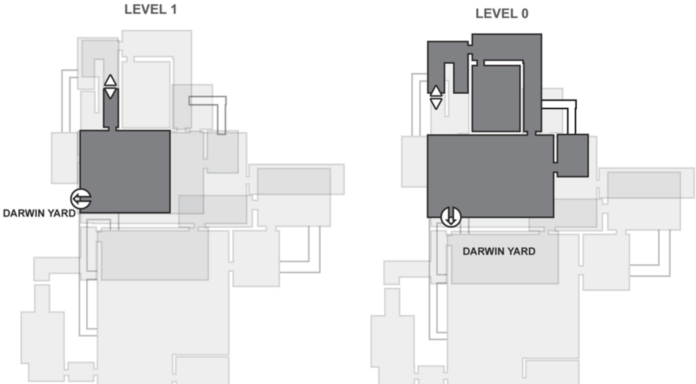


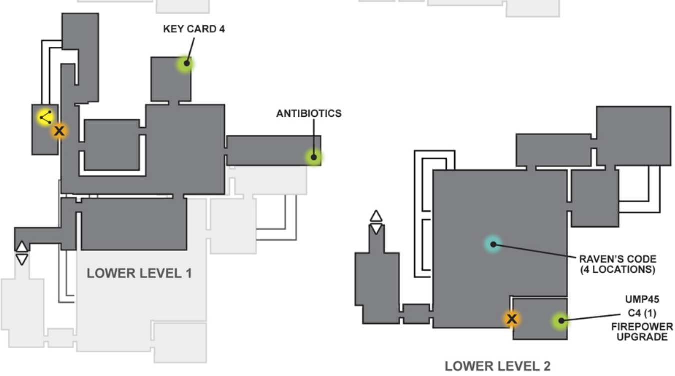
QUAKER PARK

09A // Location // Baconfields (Darwin Yard)

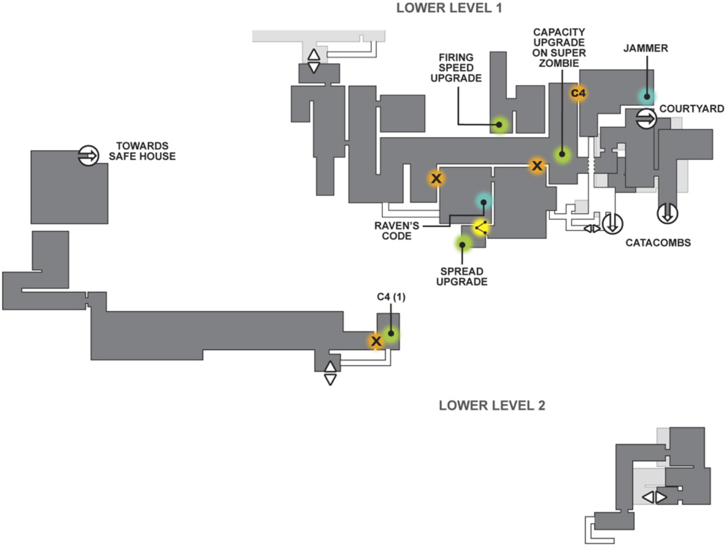


09B // Location // Baconfields (Brick Lane Community Nursery)

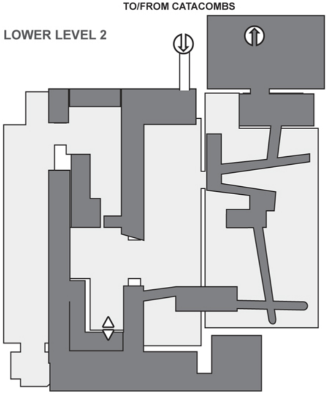


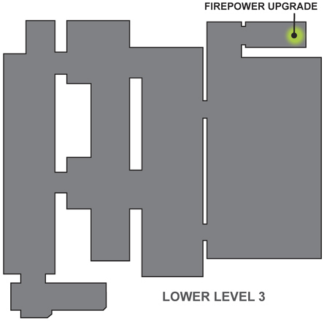


10A // Location // St. George's Church (Catacombs)

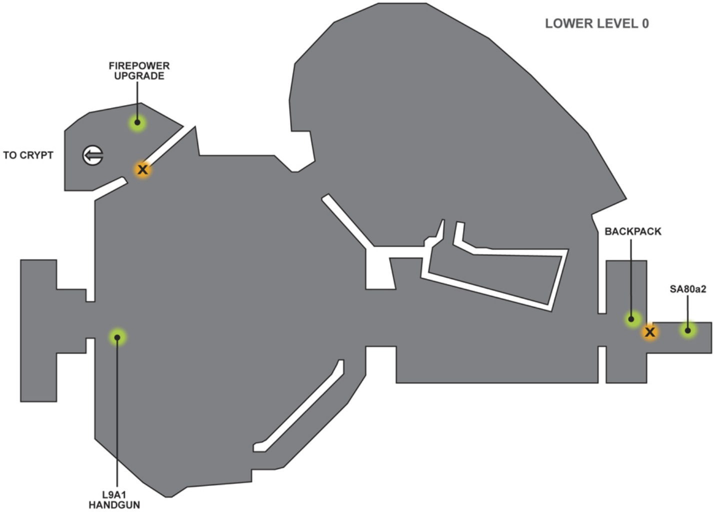


10B // Location // St. George's Church (Crypt)





10C // Location // St. George’s Church (Arena Courtyard)



Appendix II // Manholes

There are a total of 10 manholes to uncover, one for every location in London. Here’s where they all are:

01 // Location // Safe House

Floor –1: Through the chain-link gate, close to the save bed, within the main Safe House resting area.

02 // Location // Brick Lane Markets

Floor 0: In the building between Hanbury Green and Market Street, accessed via the alley from Hanbury Green.

03 // Location // Victoria Memorial

Floor –2: At the bottom of the stairwell, off the side tunnel near the dry sewer tunnel, close to the exit to the palace gates.

04 // Location // Palace Underground

Floor –2: Down the stairs, in a concrete chamber linked to the doctor's laboratory.

05 // Location // Buckingham Palace

Floor –1: At the bottom of the stairwell, connected to the Palace Kitchens.

06 // Location // Brick Lane Flats

Floor –2: Down the stairs connecting the second warehouse (Shotgun office) to Ron Freedman's flats.

07 // Location // Tower of London

Floor 1: Accessed via a side door from the initial courtyard of the Bloody Tower.

08 // Location // Spitalfields Green

Floor –2: At the bottom of a stairwell accessed via the locked gate where the petrol is kept, next to the petrol station.

09 // Location // Baconfields

Floor –2: At the bottom of a stairwell leading from Darwin Yard (the small room with the remote lock).

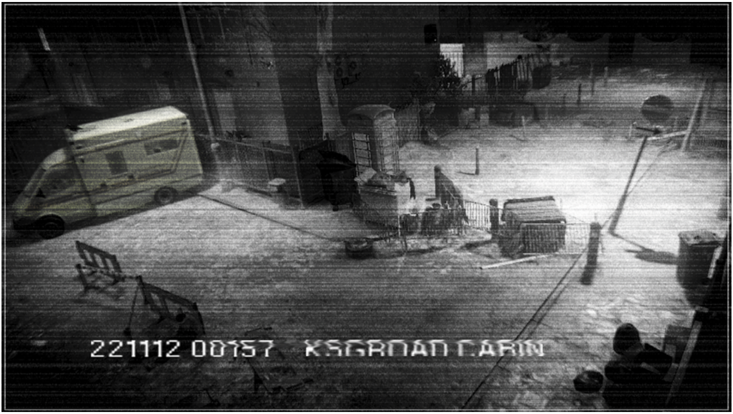
10 // Location // St. George's Church

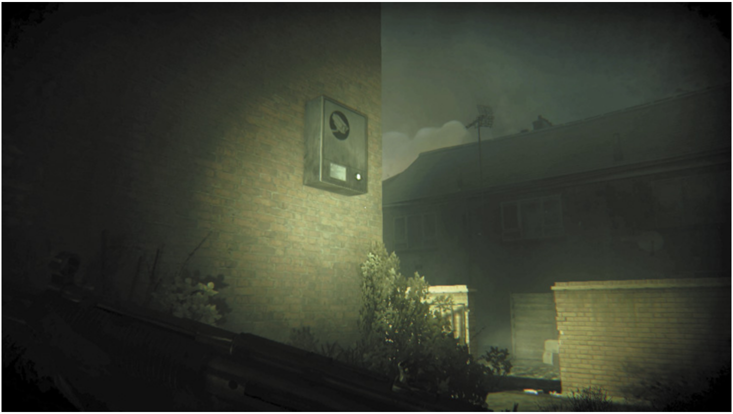
Floor –3: At the bottom of a stairwell and narrow storage area, accessed via the catacombs ductwork.

Appendix III // CCTV Junction Boxes

There are a total of 16 CCTV Junction Boxes dotted around the capital in many locations. The first of the images below show the camera picture that appears on your CCTV Monitors in the Safe House when you access the feeds. The second of the images below shows exactly where each box is. There are no CCTV Junction Boxes in the Safe House area (the Prepper already has this covered), or the Palace Bunker and Queen's Quarter (Doctor Knight provides mapping for your Pad here) or at St. George's Church Crypt or Arena (the Catacombs Junction Box reveals the map for all locations here.

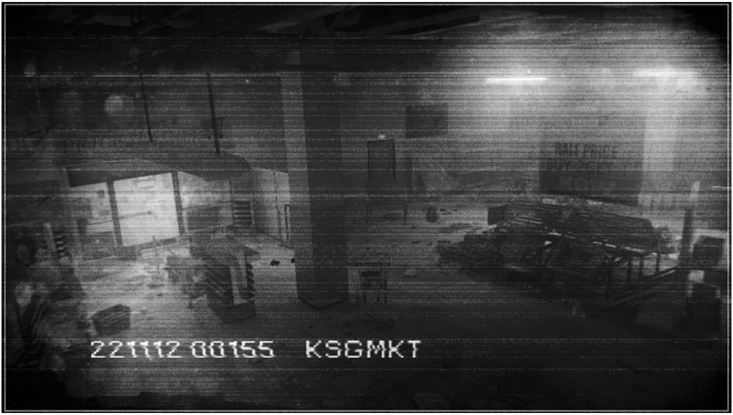
02A // Location // Brick Lane Markets (Hanbury Green and Market Street)

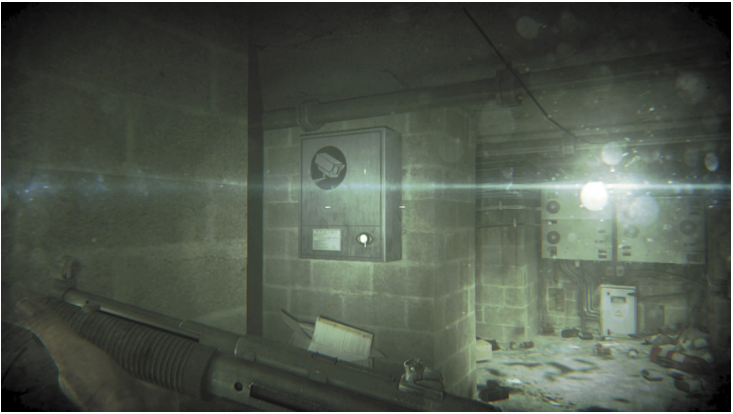




Floor 0: On the wall at the end of the tenement block, spotted near the telephone booth and partial barricade.

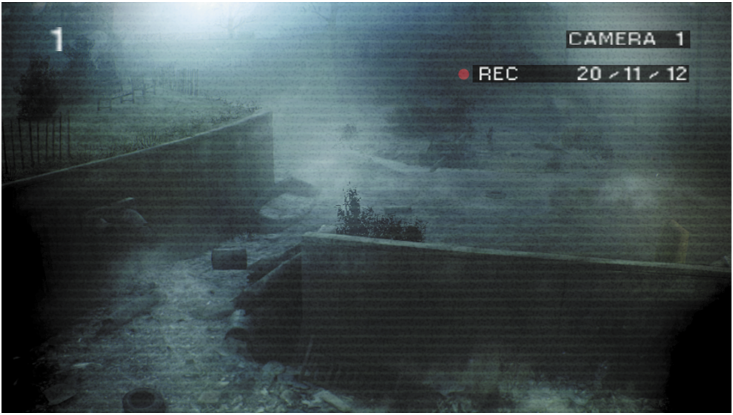
02B // Location // Brick Lane Markets (Supermarket)

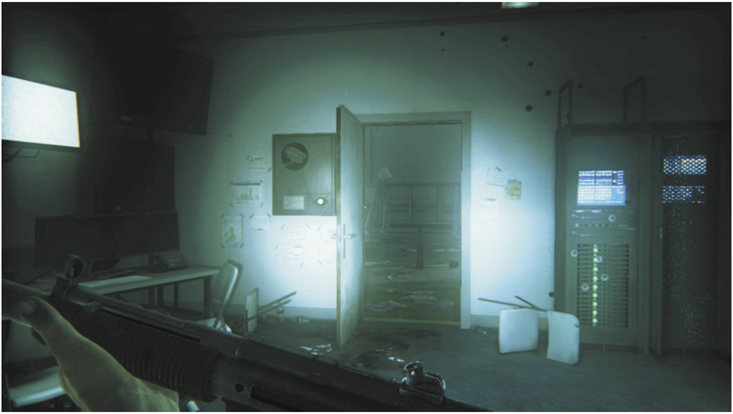




Floor 0: In the supermarket basement storage area, attached to one of the alcove walls.

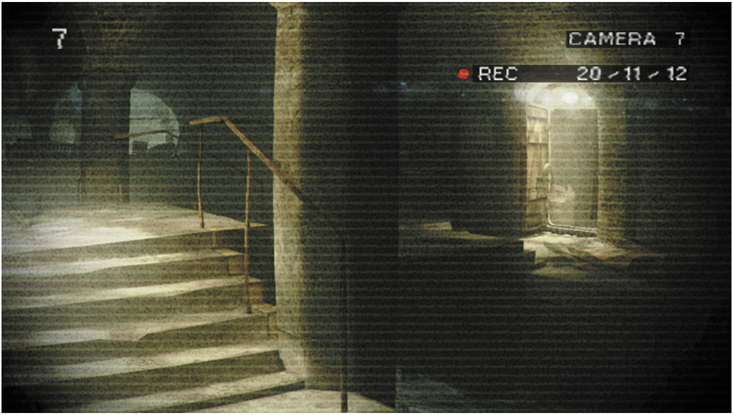
03A // Location // Victoria Memorial (Green Park)

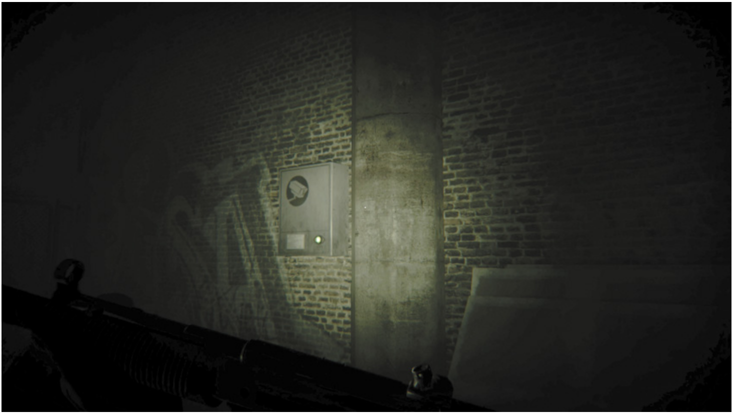




Floor –1: To the right of the impassable storm drain, in the drainage area outside, below the palace.

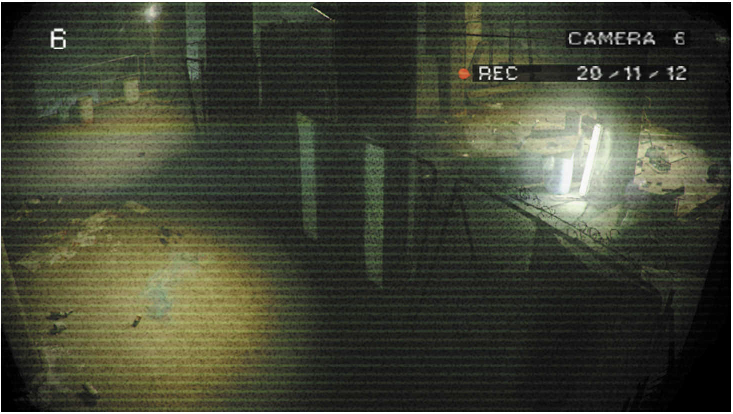
03B // Location // Victoria Memorial (Palace Gates)

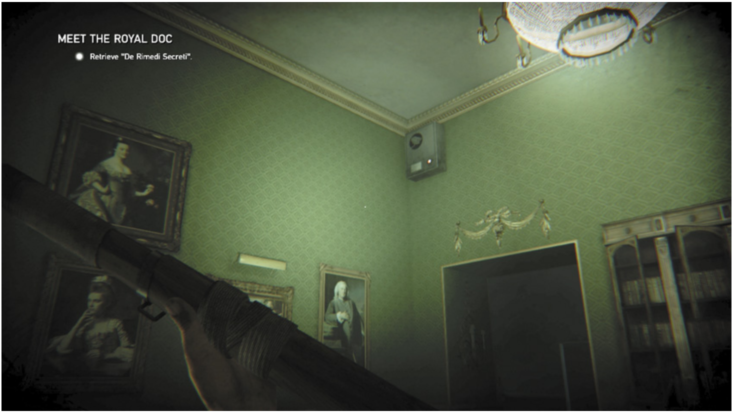




Floor 0: To the left of the exit door, inside the mobile command and control room.

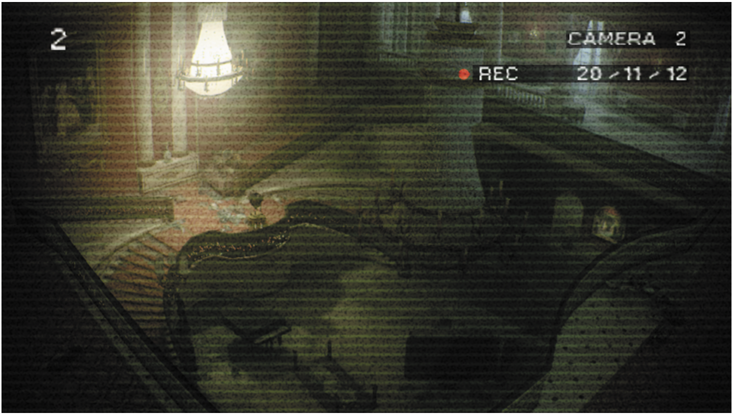
03C // Location // Victoria Memorial (Sewer)

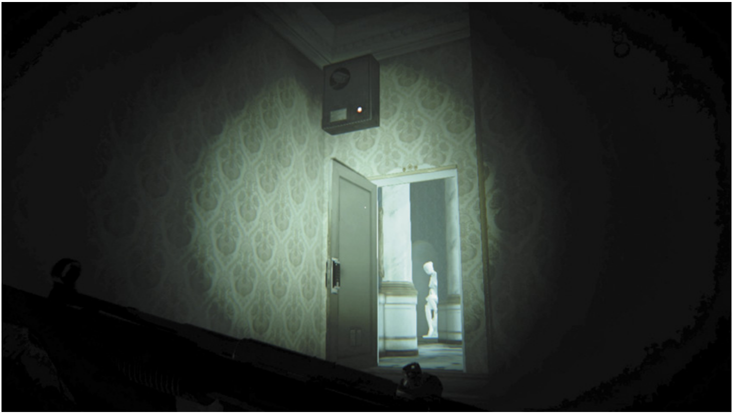




Floor –1: On the wall inside the chain-link fence camp, inside the large pump-house chamber.

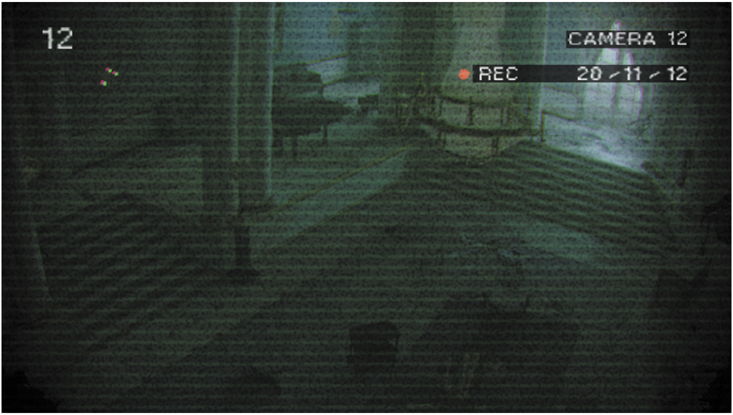
05A // Location // Buckingham Palace (Interior)

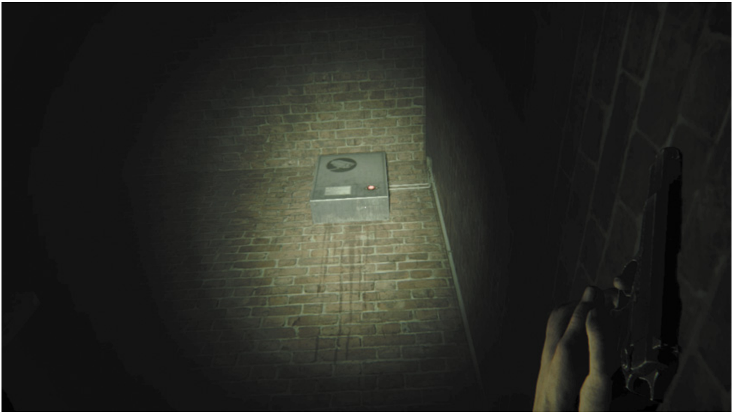




Floor 1: Above the entrance door to the formal office, with the green wallpaper.

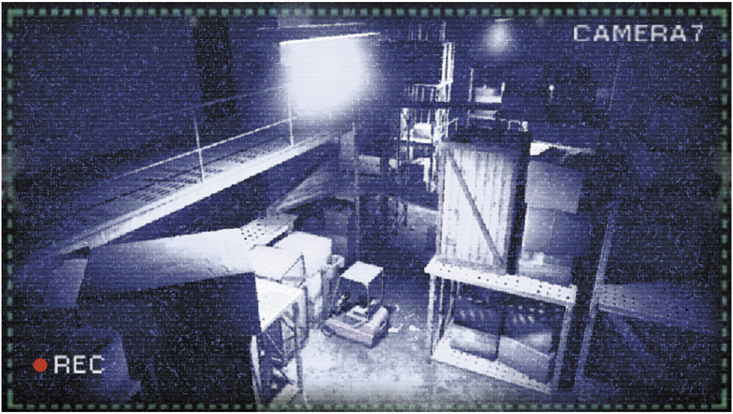
05B // Location // Buckingham Palace (Kitchens)

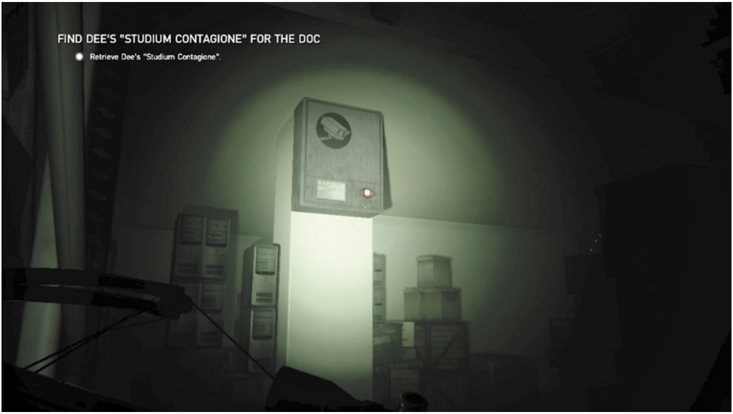




Floor 1: In the small keypad storage room, above the door, just before the duct into the kitchens.

06A // Location // Brick Lane Flats (Old Brick Warehouses)



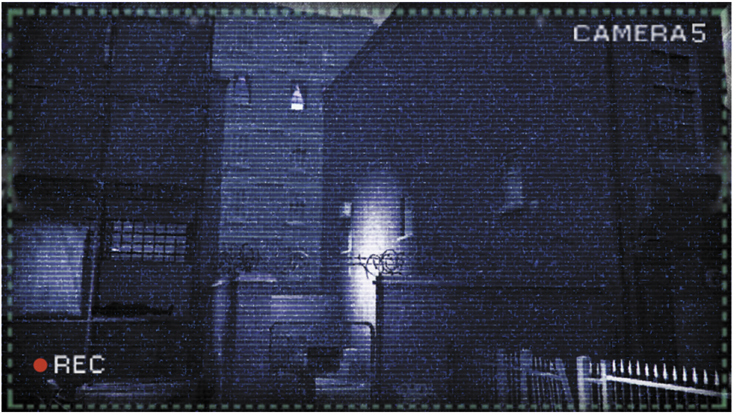


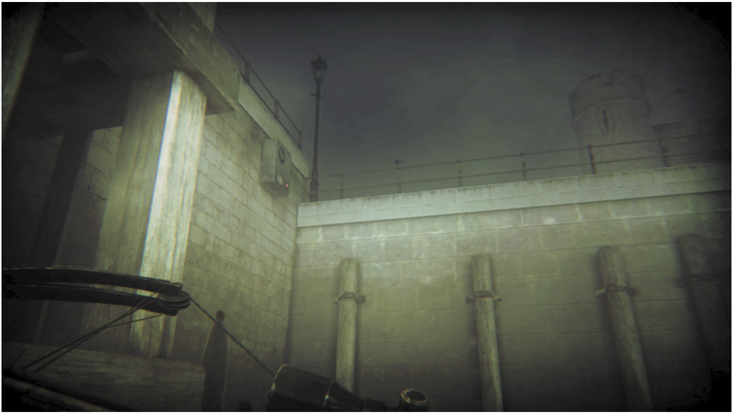
FIND DEE'S "STUDIUM CONTAGIONE" FOR THE DOC

- Retrieve Dee's "Studium Contagione".

Floor 0: In the locked storage room accessed via the high duct in the first warehouse.

06B // Location // Brick Lane Flats (Ron Freedman's Flat)

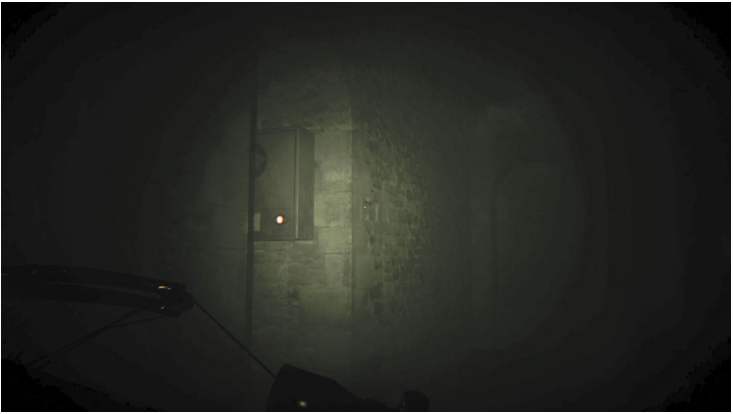




Floor 5: On the pillar inside the storage area of Ron Freedman's flat.

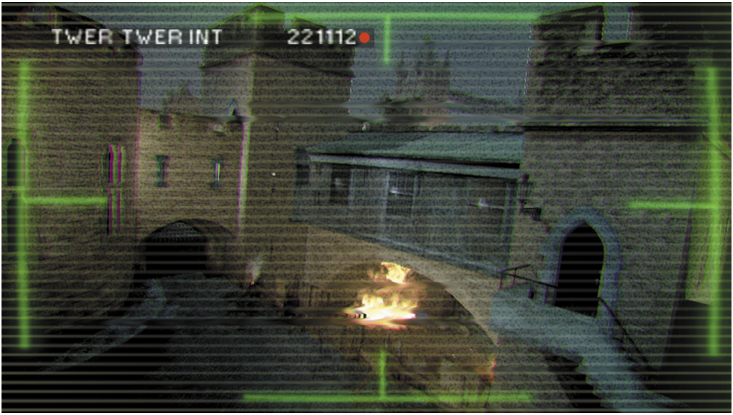
07A // Location // Tower of London (Tower Pier)

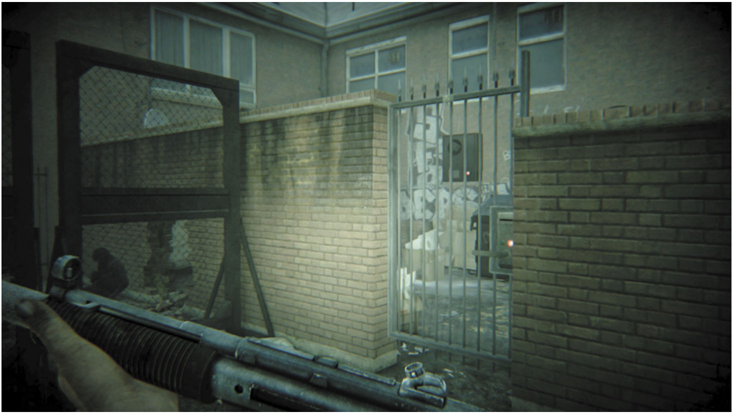
TWER EXT
221112



Floor 0: On the harbor wall, just around the corner from the second pier.

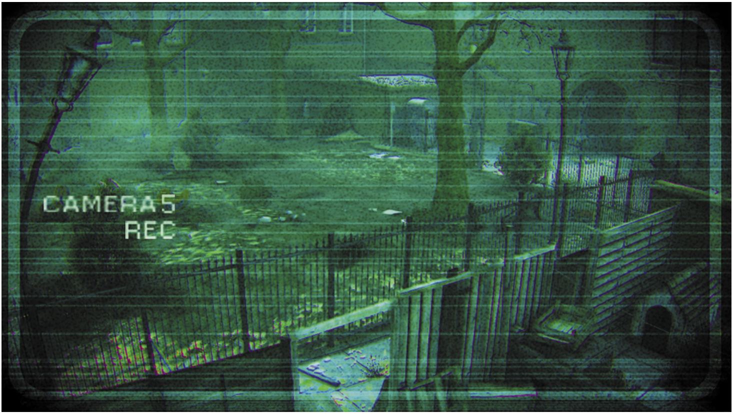
07B // Location // Tower of London (Bloody Tower)

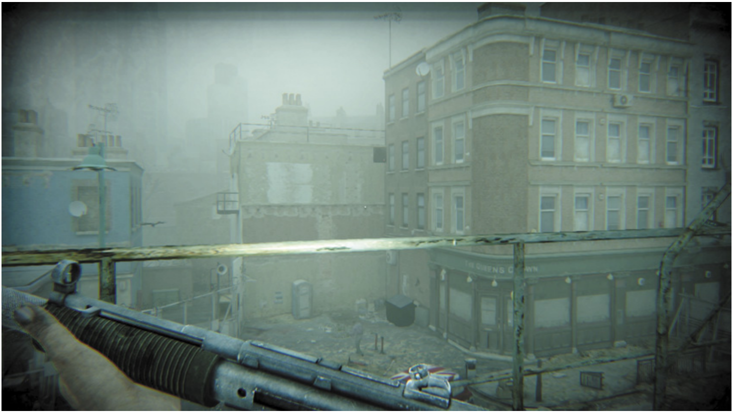




Floor –2: In a side alcove, inside the first dungeon chamber, prior to unlocking the gate.

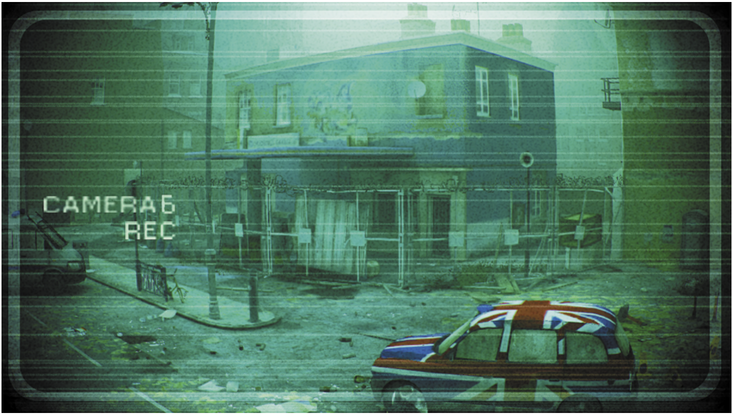
08A // Location // Spitalfields Green (Quaker Park)

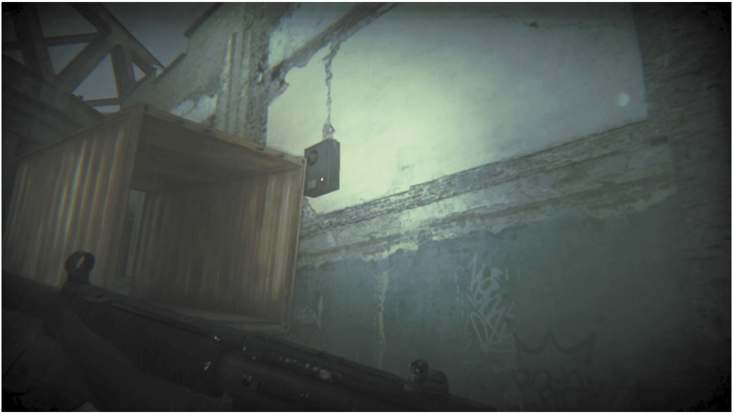




Floor 0: In the small, trash-strewn corner across from the park, near the jammer and behind a keycard gate.

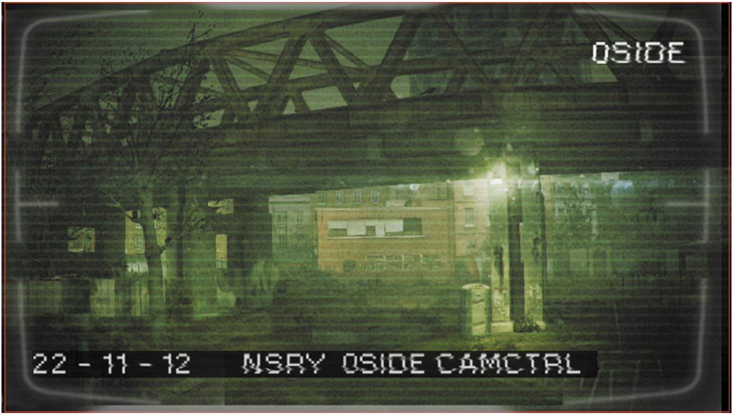
08B // Location // Spitalfields Green (Shoreditch Petrol Station)

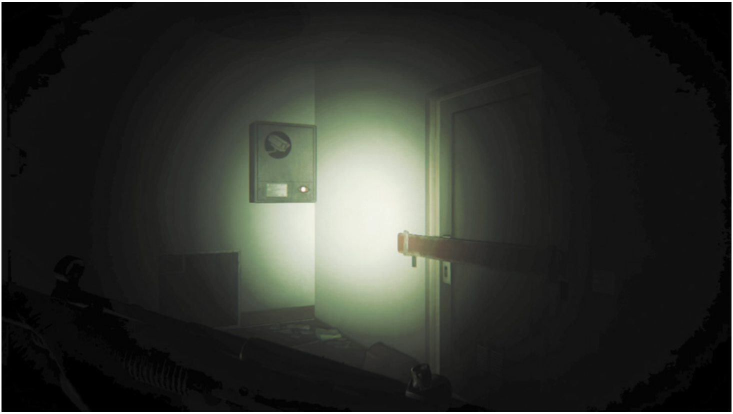




Floor 0: Riveted to the top right of a high wall, to the right of the garage, on the main Shoreditch road.

09A // Location // Baconfields (Darwin Yard)





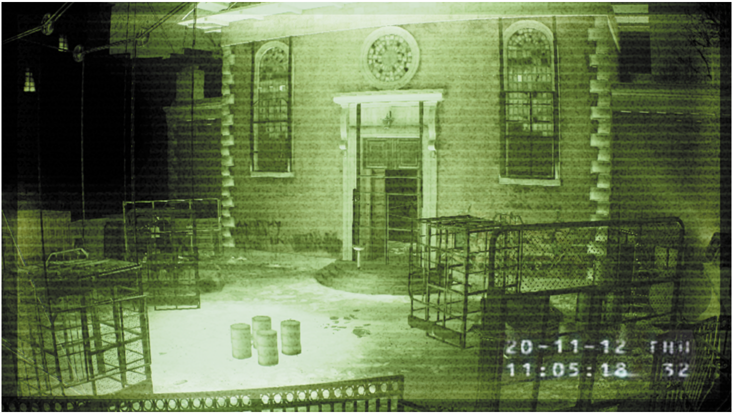
Floor 0: On the exterior wall, above the rusting containers, near the remotely locked door you wait by.

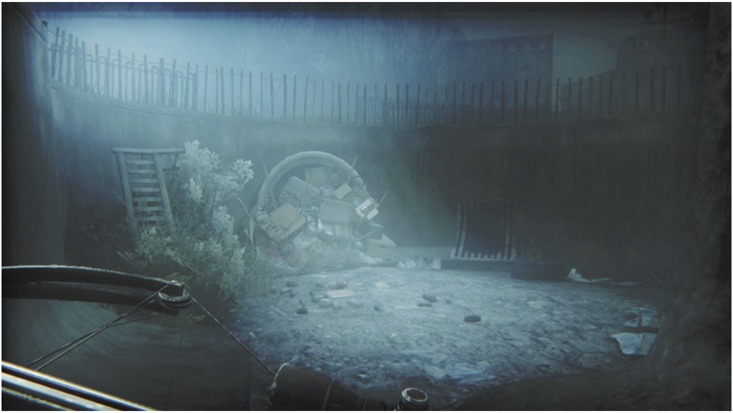
09B // Location // Baconfields (Brick Lane Community Nursery)

NSIDE
22 - 11 - 12
NSRY NSIDE CAMCTRL

Floor -1: In a sealed side room accessed via the duct under the main stairwell.

10A // Location // St. George’s Church (Catacombs)



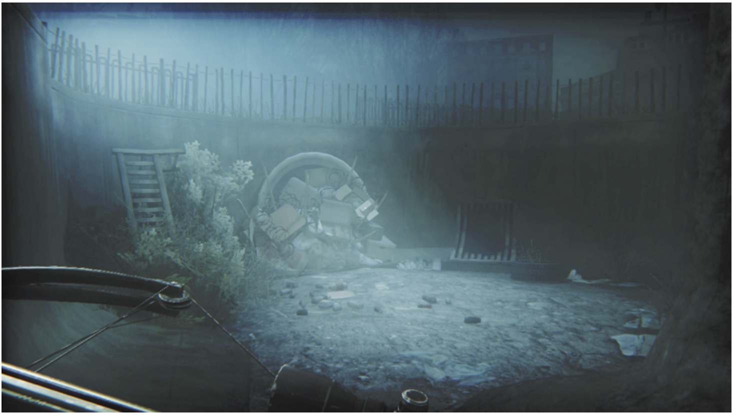


Floor –1: Inside the tiny keypad storage room near the armchair with the Infected, in the duct storage room.

Appendix IV // C4 Cracked Walls

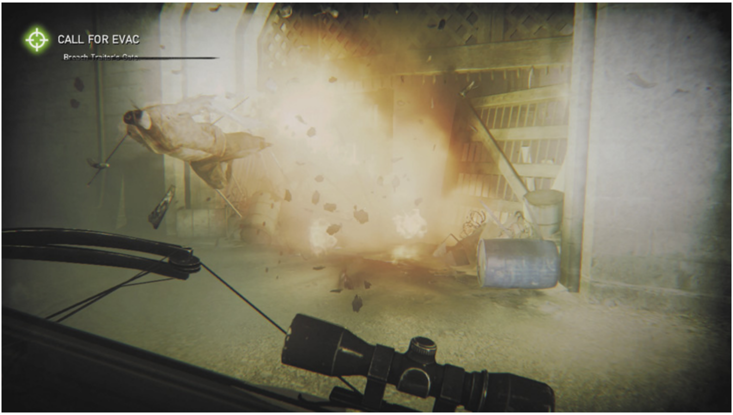
You receive C4 for the first time at the end of Mission 09. Use this explosive to destroy piles of trash that cover a weakened and cracked wall, leading to a secret area with a helpful item or access to a new location. Here's a list of all eight locations.

Location 1 // Victoria Memorial (Green Park)



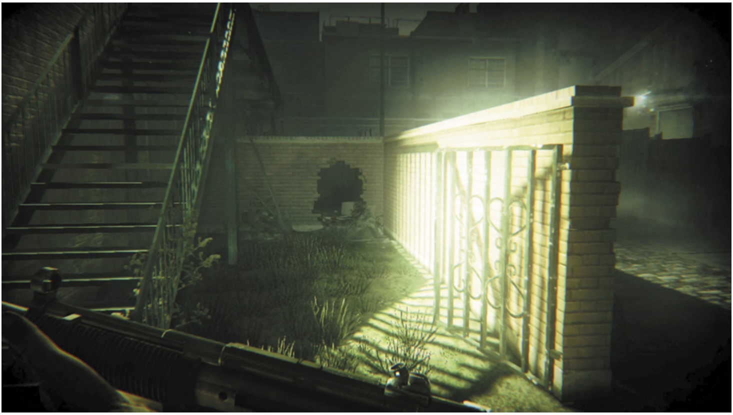
- Description: Drainage ditch storm drain (to Tower of London)
- Optimal Time to Destroy: During Mission 10
- Reward: Access to Tower of London

Location 2 // Tower of London (Bloody Tower)



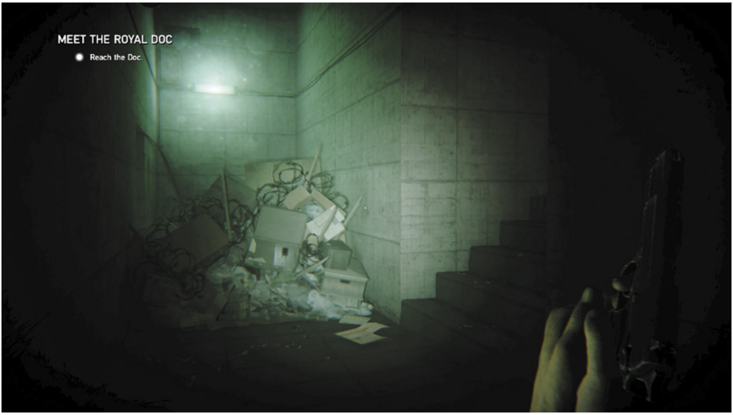
- Description: Entrance to the Bloody Tower
- Optimal Time to Destroy: During Mission 10
- Reward: Access to the Bloody Tower

Location 3 // Brick Lane Markets (Hanbury Green and Market Street)



- Description: Back alley garden below tenement blocks
- Optimal Time to Destroy: During Mission 11A
- Reward: Dee's Letter, Capacity Upgrade

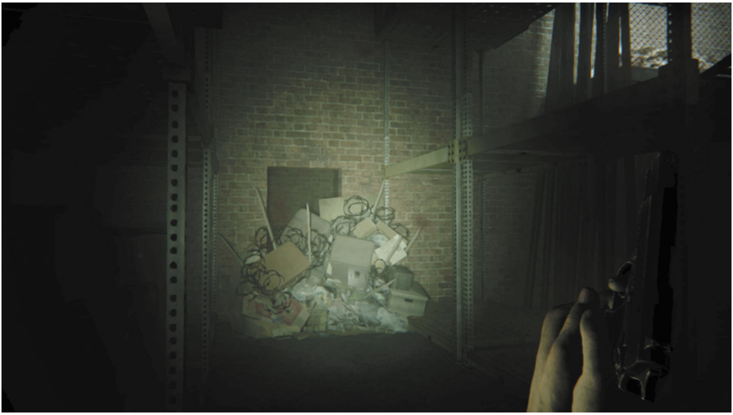
Location 4 // Palace Underground (Royal Bunker)



- Description: Lower floor, near toilets, in the main corridor
- Optimal Time to Destroy: After Mission 10

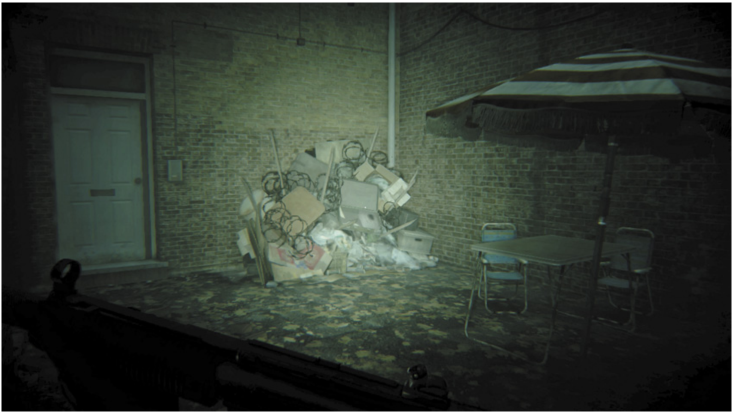
- Reward: Firing Speed Upgrade

Location 5 // Brick Lane Flats (Old Brick Warehouses)



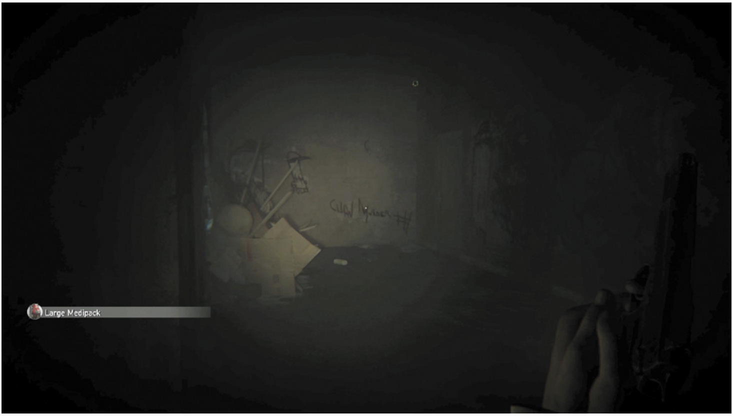
- Description: Floor of second warehouse, leading to toilet
- Optimal Time to Destroy: After Mission 10
- Reward: Enraged Zombie and Firing Speed Upgrade

Location 6 // Spitalfields Green (Quaker Park)



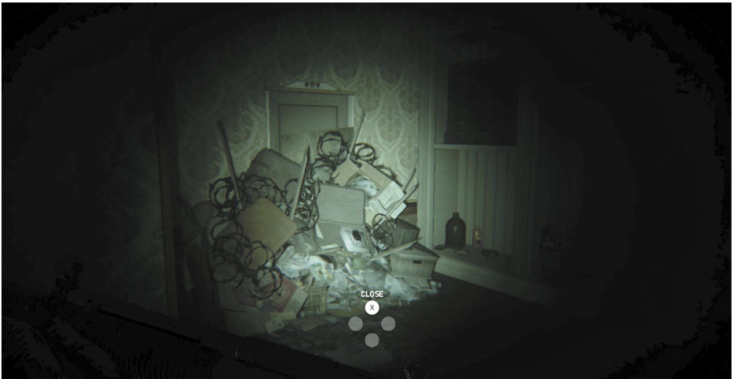
- Description: Through a hole in the wall, in the corner of the park
- Optimal Time to Destroy: During Mission 11A
- Reward: XXL Backpack, Spread Upgrade

Location 7 // St. George's Church (Catacombs)



- Description: Across from ducts into the crypt, leads to bathroom
- Optimal Time to Destroy: During Mission 13
- Reward: Firing Speed Upgrade

Location 8 // Buckingham Palace (Kitchens)



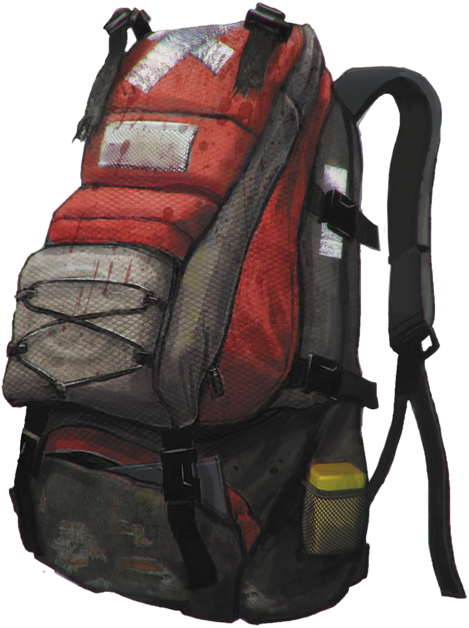
- Description: Behind keypad door, just before the duct to the kitchens
- Optimal Time to Destroy: During Mission 15
- Reward: Firing Speed Upgrade

Appendix V // Weapons and Gear

The following details where and when to locate the most important items and weapons. Only objects that are not randomly placed can be tracked.

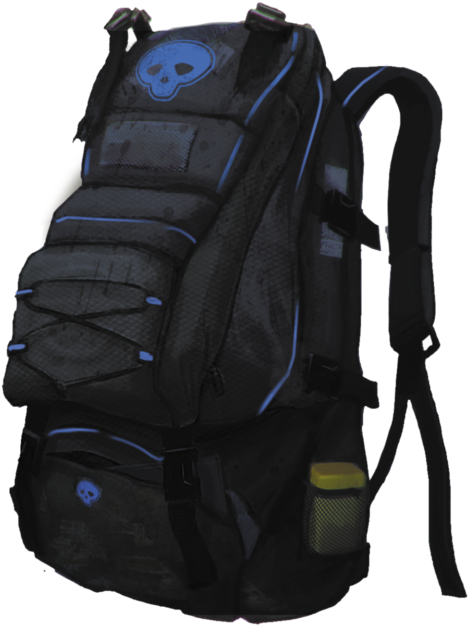
Gear

Backpack (BOB)



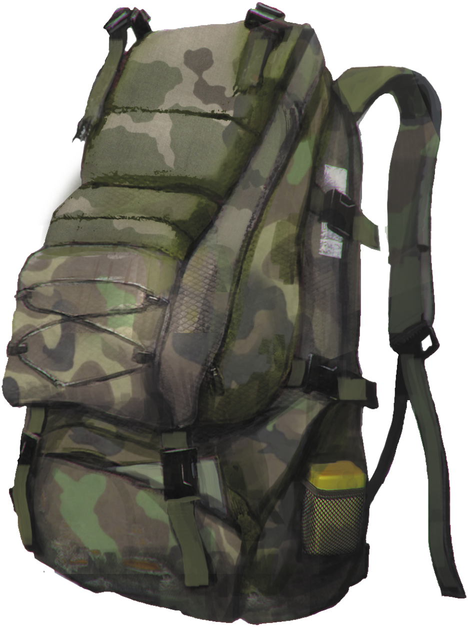
Where Found: Mission 01. Pried from the back of a recently deceased and newly infected Survivor, near the Safe House.

XL Backpack



Where Found: Mission 06. Hidden in a long crawl space; found while exiting Buckingham Palace interior.

XXL Backpack



Where Found: Mission 11A. Spitalfields Green (Quaker Park), found in a dirt yard off the park, via a cracked wall needing C4 to uncover.

Flashlight

Where Found: Mission 00. On your person at the start of your adventure.

Hammer

Where Found: Mission 02. Found inside a metal cabinet within Brick Lane Supermarket.

Spraycan

Where Found: Safe House cabinet, close to manhole.

Lockpicking Tool

Where Found: Mission 04. Victoria Memorial, in the Metal Container, close to the Shelter, near the palace gates.

Prepper Pad

Where Found: Mission 01. Inside the Safe House, on the workbench.

Prepper Pad Upgrade 2

Where Found: Mission 06. Upgrade by Dr. Knight, in the Royal Bunker laboratory.

Prepper Pad Upgrade 3

Where Found: Mission 10. Upgrade in Raven's Bunker, within the Tower of London.

Prepper Pad Upgrade 4

Where Found: Mission 11B. Upgrade at Vikram's Petrol Station, on Shoreditch Road.

Virucide Shot

virucideempty.png

Where Found: Mission 06. Palace Bunker, inside Dr. Knight's Laboratory (first occasion).

C4

Where Found:

- Mission 09: Green Park area, inside the small armory in the side tunnel (x5).
- Mission 10: Palace Underground storage area, after checking the four paintings and entering the keypad code at the door (x1).
- Mission 12: Spitalfields Nursery: In the lower basement keypad storage room with the UMP45 and C4 (x1).
- Mission 13: St. George's Church Catacombs: In the barred storage area at the far end of the initial sewer area (x1).

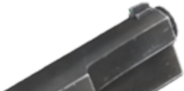
Weapon // Melee

Cricket Bat

Where Found: Mission 01. Safe House area, travel shop by the Infected Survivor.

Weapon // Handguns

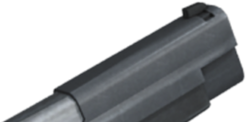
L9A1 Browning



Where Found:

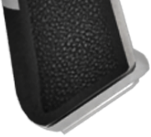
- Mission 01: Safe House area, travel shop, in the BOB (backpack) of the Infected Survivor.
- Mission 14: St. George's Church: Courtyard, on a small pedestal birdbath.

HK P226



Where Found: Mission 06. Palace Underground (Bunker), in the restrooms, in the last stall next to a corpse.

Magnum Pistol



Where Found: After Mission 11B. Baconfields, Darwin Yard. Hack the keycard lock of the shed once your Pad is updated.

Weapon // Shotguns

Double-Barrel Shotgun

Where Found: Mission 07. Brick Lane Flats, in the foreman's office of the second warehouse.

Remington 870

Where Found: Mission 11B: Spitalfields Green (Shoreditch Road). By the petrol can, behind the keycard lock (must be scanned by your Pad), next to the petrol station.

Benelli M4 Tactical

Where Found: After Mission 11B. Tower of London (Pier 2), on the tug boat, via the hacked keycard gate (once your Pad is updated).

Weapon // Carbines

Lee Enfield No.4 MK1

Where Found: Mission 04. Victoria Memorial (Green Park Command and Control), inside the C&C building, on a table.

Remington 770

remington770.png

Where Found: Mission 10. Tower of London, on the first pier, by the corpse of the deceased Ravens member.

Weapon // Crossbow

Hunting Crossbow

Where Found: Mission 06. Buckingham Palace, in the secret interior crawl space passage, accessed via the rotating plinth off the grand entrance room.

Weapon // Submachine Guns

MP5 SD

Where Found: After Mission 10. Brick Lane Flats. First warehouse, in the upper office, behind the secret wall keypad (scan using upgraded Pad).

UMP45

Where Found: Mission 12. Nursery bottom basement, in a storage room accessed via a septagram puzzle and keypad door.

Weapon // Assault Rifles

AK-47

Where Found: Mission 10. Tower of London, inside the Raven's secret chamber, after the dungeon exploration.

SA80a2

Where Found: Mission 14. Behind the rising metal wall, inside an ammo stash accessed with the lockpicking tools.

Weapon // Mounted

M2 Turret

Where Found:

- Mission 01: Safe House, upper Mezzanine balcony.*
- Mission 04: Victoria Memorial, by Buckingham palace gates.*

Note

* This weapon cannot be moved from either of these locations.

Appendix VI // Weapon Upgrades

The following list details the location of every available weapon upgrade. The information displayed below isn't listed in the order you can obtain the items (as that's covered in the walkthrough) but is presented on a map-by-map basis. Consult the map Appendix for more information.

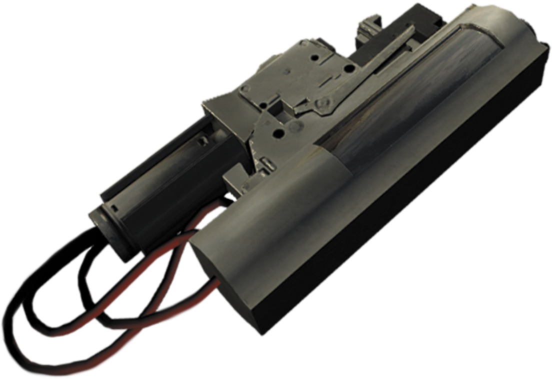
01 // Location // Safe House

- Firing Speed Upgrade 1: In the small storage room close to the exit to Brick Lane Markets.
- Firing Speed Upgrade 2: Scan and hack the door in the lower mezzanine red storage to reach the hidden platform area; the upgrade is at the tunnel junction.

- Spread Upgrade 1: Carried by an Enraged Super Zombie on the tube train near the entrance to Victoria Memorial.
- Spread Upgrade 2: In the connecting tube station passage leading to St. George’s Church.

02A // Location // Brick Lane Markets (Hanbury Green and Market Street)

- Capacity Upgrade 1: In the small connecting yard behind the gate, leading to Brick Lane Flats.
- Capacity Upgrade 2: In the backyard, accessible by C4, with the Dee's Letter.

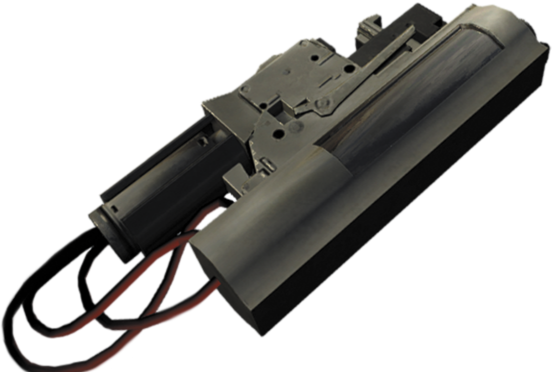


- Firepower Upgrade 1: In the locked concrete storage shed adjacent to the manhole.
- Firepower Upgrade 2: In the Hanbury Green Alley, carried by an Evolved Super Zombie.

02B // Location // Brick Lane Markets (Supermarket)

- Spread Upgrade 3: Behind the strewn shelving inside the supermarket.

03A // Location // Victoria Memorial (Green Park)



- Firepower Upgrade 3: In the Armory, accessed using the keycard during Mission 09.

- Spread Upgrade 4: Carried by the Evolved Super Zombie, in the knee-deep water in the main sewer corridor.

- Firing Speed Upgrade 3: In the small drainage chamber left of the drainage entrance gate.
- Firing Speed Upgrade 4: In the connecting chambers leading to the Tower of London.

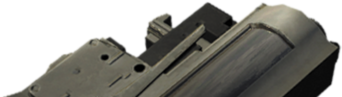
03B // Location // Victoria Memorial (Palace Gates)

- Firepower Upgrade 4: In a container with ambushing Infected, just before the ambulances.

- Firing Speed Upgrade 5: Inside the container in the chain-link fence area you need to unlock (sewer entrance).

04A // Location // Palace Underground (Royal Bunker)

- Capacity Upgrade 3: In the hub chamber, opposite the entrance stairs.
- Capacity Upgrade 4: On a shelf, in an L-shaped storage area under some stairs.
- Capacity Upgrade 5: Inside a locked room with a Ravens symbol to decipher.



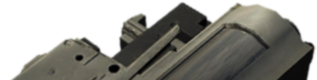
- Firepower Upgrade 5: Carried by the Enraged Super Zombie, as you exit during Mission 15.

- Firing Speed Upgrade 6: In the Omega barracks, behind a C4 trash pile.

04B // Location // Palace Underground (Queen’s Quarter)

- Spread Upgrade 5: Behind the open vault door.

05A // Location // Buckingham Palace (Interior)



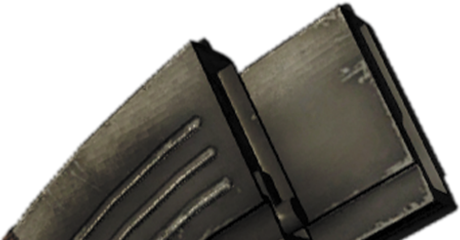
- Firepower Upgrade 6: In the crawl space running between the fiery state room and long blue corridor.
- Firepower Upgrade 7: In the hallway and stairs area, carried by an Enraged Super Zombie.

05B // Location // Buckingham Palace (Kitchens)

- Spread Upgrade 6: Among the scattered trolleys in the kitchens pantry.

- Firing Speed Upgrade 7: In a tiny storage room accessed via blowing up the C4 blocking the entrance.

06A // Location // Brick Lane Flats (Old Brick Warehouses)

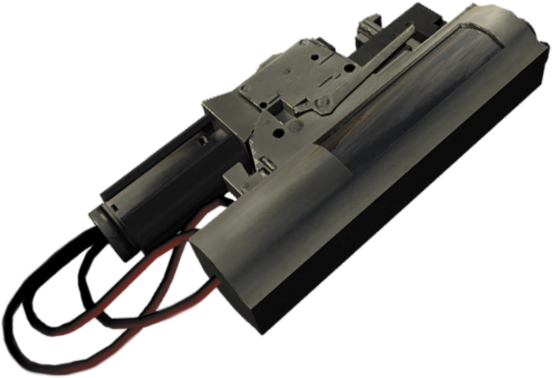


- Capacity Upgrade 6: Behind the Raven's keypad door (with the Dee's Letter and MP5 SD), top-floor office.

- Spread Upgrade 7: Behind the locked door in the small storage room off the warehouse entrance loading bay.

- Firing Speed Upgrade 8: Carried by an Enraged Super Zombie behind the C4 trash wall, second warehouse.

06B // Location // Brick Lane Flats (Ron Freedman's Flat)



- Firepower Upgrade 8: In Ron Freedman's office, inside the safe.

07A // Location // Tower of London (Tower Pier)

- Spread Upgrade 8: With the Dee’s Letter #6 and the M4 Tactical Shotgun, on the tugboat.
- upgradefiringspeed.png
- Firing Speed Upgrade 9: Carried by an Enraged Super Zombie on the tugboat.

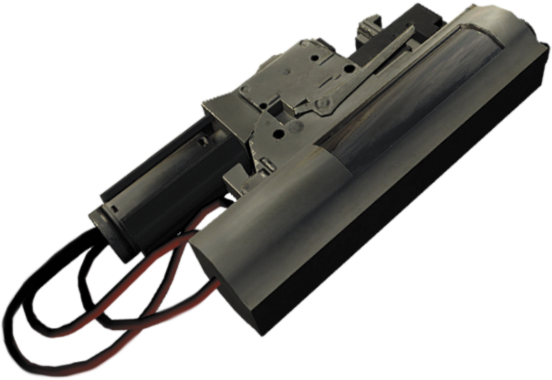
07B // Location // Tower of London (Bloody Tower)

- Capacity Upgrade 7: In the water dungeon, on a small alcove.

- Spread Upgrade 9: Held by a suit of armor, in the corner of the Raven’s hidden chamber.

08A // Location // Spitalfields Green (Quaker Park)

- Capacity Upgrade 8: Behind the metal fencing, by the corpse with Dee’s Letter, across from the park.



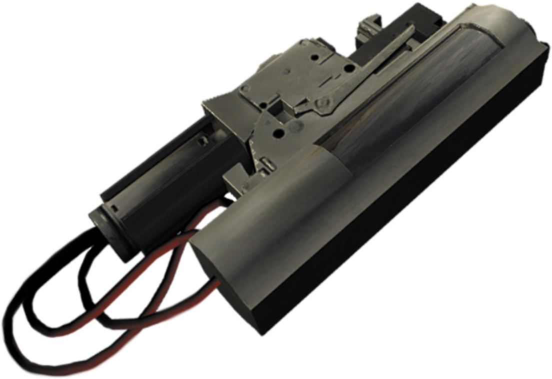
- Firepower Upgrade 9: Carried by the Enraged Super Zombie, in the park.

- Spread Upgrade 10: With the XXL Backpack in the storage room behind the C4 wall, accessed via the hole in the brick wall in one corner of the park.

- Firing Speed Upgrade 10: On the upper balcony overlooking the alleyways, before jumping down.

08B // Location // Spitalfields Green (Shoreditch Petrol Station)

- Capacity Upgrade 9: With the 870 Shotgun and petrol can, behind the gate near the petrol station.



- Firepower Upgrade 10: In the hallway behind the black light coded keypad door up the ladder.

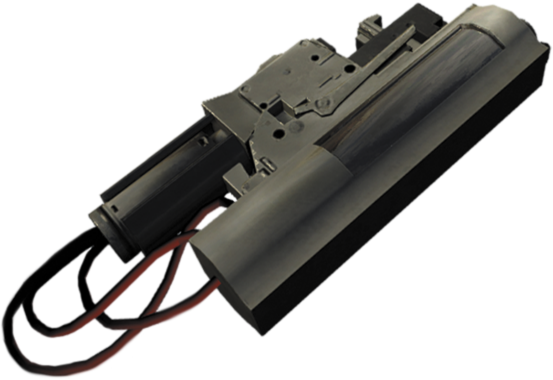
09A // Location // Baconfields (Darwin Yard)

- Capacity Upgrade 10: In the locked shed with the Magnum Pistol and Dee’s Letter #7.

- Spread Upgrade 11: In the connecting rooms close to the manhole.
- Spread Upgrade 12: Carried by an Enraged Super Zombie on the wasteland.

- Firing Speed Upgrade 11: Among the bushes below the massive motorway pillar, near the huts.

09B // Location // Baconfields (Brick Lane Community Nursery)



- Firepower Upgrade 11: In the lower basement keypad storage room with the UMP45 and C4.

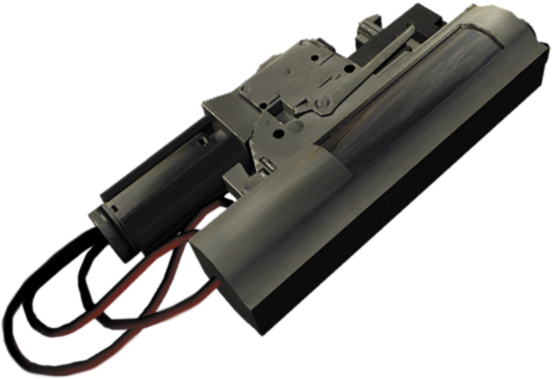
10A // Location // St. George’s Church (Catacombs)

- Capacity Upgrade 11: Carried by an Enraged Super Zombie in the main corridor.

- Spread Upgrade 13: In the toilets behind the C4 trash pile.

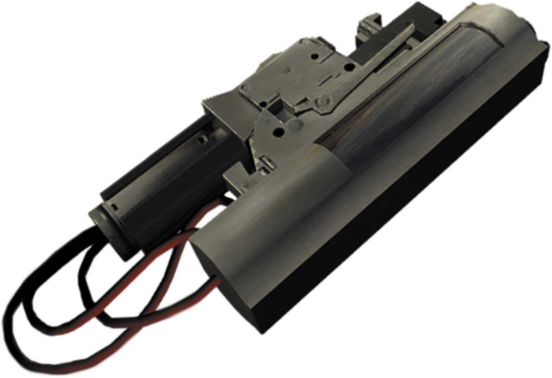
- Firing Speed Upgrade 12: In the tiny keypad storage room near the CCTV Junction Box.

10B // Location // St. George’s Church (Crypt)



- Firepower Upgrade 12: In one corner of the waterlogged lower area.

10C // Location // St. George’s Church (Arena Courtyard)



- Firepower Upgrade 13: Behind the locked gate, near the exit ladder.

Appendix VII // Notepad Documents

The following is an unabridged list of every item you can add to your Notepad documents menu. We also present the information contained within each document.

Notepad Documents // Newspapers

Newspaper 1 // Safe House

Located near a corpse by the turnstiles, on the upper mezzanine concourse.

LORE: SCHOLARS WARN OF 400-YEAR-OLD “PROPHECY”

METROPOLITAN, Aug. 30, 2012

Historians claim a 17th-century prophecy predicts the end of the world, and politicians ignore it at their peril.

John Dee, an advisor to Queen Elizabeth I who spied for her in Europe and signed his coded letters “007,” was one of the most well-known scientists of the time. But Dee was also an alchemist and claimed to talk to angels.

“He used magical rituals to hold what he called ‘Enochian Conversations,’ and among other things, these angels told him how the world would end,” says Professor William Keatinge, a historian from Oxford University who has studied the so-called Black Prophecy for almost ten years.

Prof. Keatinge admits he was skeptical when he began the research but became convinced when he discovered Dee had already predicted the Great Plague, the Great Fire of London, the Battle of Waterloo, World War II, Britain’s loss of India, and even the Gulf War.

“John Dee is England’s very own Nostradamus,” he says. And Dee’s predictions for 2012 could spell something much worse....

[Article cuts off]

[CAPTION 1]: “John Dee predicted disaster for London.”

[CAPTION 2]: “Professor William Keatinge, a senior historian at Oxford University, says Dee was probably right.”

Newspaper 2 // Brick Lane Markets

On a low shelf, by the manhole cover, between the markets and supermarket area.

LORE: BRITAIN’S OWN NOSTRADAMUS PREDICTS “BLIGHT” FOR 2012

VOX, Jan. 18, 2012

A medieval history boffin says 2012 will be the END OF ENGLAND—and he doesn’t just mean this summer’s “Extortionate Games”!

According to Professor Keatinge from Oxford University, “Shakespearian Spymaster” John Dee—who already predicted the Great Fire of London, Napoleon, and World War II—wrote a “Black Prophecy” that predicts a modern-day plague sweeping out of London!

Dee calls it “the Blight” and says it will:

- Kill everything it meets.
- Destroy modern society.
- Be incurable.
- Destroy England.

But, incredibly, the queen refused to listen to the dotty professor....

[Article cuts off]

[CAPTION]: “Professor Keatinge, who tried to warn the government about John Dee’s dire predictions.”

Newspaper 3 // Safe House

On the tube station platform, near the stopped train.

“NO BLIGHT IN BLIGHTY” SAYS PM

VOX, Nov. 10, 2012

The prime minister today denied the government is making plans to deal with the “Blight” predicted to hit London in 2012—because he says it won’t happen.

The PM described John Dee’s Black Prophecy as “hogwash” and “utter rubbish.” And when VOX asked him about rumors that the queen herself believed the predictions, he ranted that “ordinary people shouldn’t believe everything they read in the news!”

After calming down, he said even if the prophecy is real, Britain will be safe because the plague will stay in Europe. “It’s like rabies”, he said. “We are a proud island nation, and any plague or disease is more likely to start in Europe than here. And it’ll have a jolly hard time crossing the Channel.” But experts say the sheer number of people traveling in and out of the country makes it impossible to screen everyone for disease....

[Article cuts off]

[CAPTION]: “PM says, ‘No need to worry.’”

Newspaper 4 // Victoria Memorial (Palace Gates)

Buckingham Palace Gates: In front of the Shelter, on the ground, near the lockpick container.

LORE: COULD LONDON OUTBREAK BE “BLIGHT”? “NO CALL FOR ALARM” SAYS PM

METROPOLITAN, Dec. 18, 2012

The PM has called for calm and insists there is “no cause for alarm” after police and medics admitted they were baffled by three deaths in Southeast London.

Some health analysts believe it could be the first signs of the “Blight” predicted to sweep the city in 2012 by 16th-century alchemist John Dee, often called “Britain’s very own Nostradamus.”

Fueling speculation are the deceased, who have not been named but are believed to have no connection besides geography.

A source close to the coroner said, “They were all in good health, from different walks of life, and even different ages. There’s just nothing to connect them, which leads us to believe it must be disease.”

The source refused to give details on the manner of death, saying only, “It’s not a nice way to go.”

At a Downing Street press conference yesterday, the prime minister said the disease was “treatable if detected early,” but also refused to go into detail....

[Article cuts off]

[CAPTION]: “Police and medical experts at the house of an unnamed ‘Blight’ victim in Southeast London yesterday.”

Doctor’s Laboratory: In the small living room, near the doctor’s bedding.

LORE: FORMER ROYAL GUARD SHOT BY HIS OWN MEN

VOX, Nov. 11, 2002

Police have revealed that the mystery man shot last week in the Buckingham Palace gardens was a former soldier who used to work as a bodyguard to the queen.

The man, who can’t be named for legal reasons, is believed to be a former member of the so-called Omega Group—elite ex-Special Forces soldiers who are recruited to guard the Royal Family 24 hours a day.

“He was shot by men he used to work with,” said a police spokesman. “It’s very unfortunate, but this individual appears to be quite mentally unstable, which is why he was relieved of his duties several years ago in the first place.”

But an Army source denied this, saying, “He was let go because he turned out to be a conspiracy nutter, and he was trying to get the queen to listen to his half-baked rubbish. Omega’s better off without him.”

A spokesman for the queen refused to...

[Article cuts off]

[CAPTION]: “The moment when the palace intruder was shot by Royal Guards.”

In the refuse-filled dirt backyard behind the chain-link gate across from the supermarket.

LORE: EXCLUSIVE: “I DECODED THE BLACK PROPHECY”

VOX, June 3, 2012

A librarian from London says he’s cracked the Black Prophecy—a set of predictions by 16th-century magician John Dee that has the establishment worried.

VOX revealed the controversy surrounding the Prophecy in January, when we told you how it predicts a deadly plague that Dee predicted will bring London to its knees some time this year.

Now we can show you the man who decoded the Prophecy and realized he had to tell the world.

Ron Freedman, a senior librarian from East London, owns a collection of more than five hundred books on Dee, including more than 20 Dee wrote himself.

Ron discovered the Prophecy when he was a student at Oxford University and has been obsessed with it ever since. Luckily for him, his girlfriend Sondra, a leggy 35-year-old from South London, shares his obsession—in fact, it’s how they met.

But Ron’s first love will always be John Dee, and the predictions he...

[Article cuts off]

[CAPTION]: “Ron Freedman and his girlfriend Sondra Kelley, who are obsessed with John Dee’s predictions.”

Newspaper 7 // Brick Lane Flats

In the second upper office, inside Warehouse 1, on a box near a desk and Raven sign.

LORE: COULD THE BLIGHT AFFECT HOUSE PRICES?

METROPOLITAN, Dec. 19, 2012

House owners in areas affected by the “Blight” could see the value of their property plummet if the disease isn’t contained soon, warned experts yesterday.

The disease is currently sweeping across South London, and some medical experts fear it could cross the river into North London within days if a quarantine is not put in place.

But even owners unaffected by the Blight itself could still feel sick as property values plummet in those areas. Neal Dale, an estate agent with dozens of houses and flats in the area, said...

[Article cuts off]

[CAPTION]: “Could houses in ‘Blighted’ areas plummet in value?”

Notepad Documents // Queen’s Letters

Queen’s Letter 1 // Palace Underground (Royal Bunker)

Doctor’s Laboratory: In the small living room, inside a royal briefcase.

LORE: PREPPER’S FIRST ATTEMPT

[On Downing Street stationery]

FROM: The Office of the Prime Minister

TO: EIIR, Office of Buckingham Palace

June 5, 1999

Your Majesty,

You will be pleased to know that the OG officer in question has been disciplined and dismissed with immediate effect. The individual’s Armed Forces pension has been annulled, and he has been further urged to seek psychiatric aid.

I must apologize again for the poor performance of the Group’s screening process, for which I am ultimately responsible. I have asked the Royal Safety and Security Committee to examine the measures currently in place, which examine the background and mental state of those officers under review for transfer to the Group, and any recommendation for improvement the Committee makes will most assuredly be implemented forthwith.

Your safety and security, and that of your family, remains my highest priority.

I remain,

Your loyal servant

P.M.

[Indecipherable signature]

Queen’s Letter 2 // Palace Underground (Royal Bunker)

Small office by the elevator, inside a royal briefcase.

LORE: PREPPER’S SECOND ATTEMPT

[On Buckingham Palace stationery]

FROM: The Office of Eiir

TO: The Prime Minister, 10 Downing Street

November 14, 2002

Prime Minister,

After the events of last week, and the infiltration of our premises and offices by the former Omega Group officer who was previously dismissed in 1999, we have been reflecting on this matter at great length.

While we have no doubt the man is psychologically disturbed, and notwithstanding the failure of Omega security to anticipate and apprehend him at an earlier stage, it strikes us that a man so determined, even at risk to his own life, to “deliver a message” is unusual.

We are of course sadly familiar with those suffering delusions that compel them to approach our person in the manner of an intimate friend. There have been many in the past, many of which you will be aware of, some of which you have remained a subject of nondisclosure.

Nevertheless, such men (and they are always men) without fail have a nefarious purpose in mind. Some have believed us to be lovers; others have wished great harm upon our person and state. But we have never encountered one who merely wishes to warn us of impending disaster. Such delusions are normally directed to the instruments of our government, police, or security forces.

For this reason, we have decided to request further research into these “Dee prophecies,” to be undertaken by a number of our loyal subjects with knowledge in this area. We remain confident their research will bear no fruit, but we will nevertheless keep you, and your successors if necessary, appraised of our findings.

[Queen’s signature]

Queen’s Letter 3 // Buckingham Palace (Interior)

Blue Corridor: In a Royal briefcase, near a ransacked curio cabinet, on the floor.

Lore: QUEEN COMMISSIONS BUNKER

[On Buckingham Palace stationery]

FROM: The office of EIIR

TO: Office of the Sergeant Surgeon

May 1, 2003

Doctor,

After our discussions with yourself and our esteemed medical household, we have approved the decision to utilise a portion of the Buckingham Emergency Rooms for the purpose of research into the “Panacea.” Building work will begin immediately, and your insight and advice on its construction will be most valuable to us. Do not concern yourself with monetary constraints in this undertaking.

Following the unsettling revelations from our learned friends at Oxford, and the prediction by our Royal Astronomer that “a serious biological threat will emerge to claim at least one million lives by 2020,” we therefore ask that you direct your own research and work to this project with urgency. You must arrange your schedule as you see fit, on the understanding that this research, while most valuable to us, must not interfere with your normal duties to the Household.

May God guide your hand in this troubling hour.

[Queen’s signature]

Queen’s Letter 4 // Buckingham Palace (Interior)

Formal Office: In a Royal briefcase, at the foot of the ransacked main desk.

Lore: SCHOLAR TO THE QUEEN

[On University College, Oxford stationery]

FROM: The Office of Prof Keatinge, the Master and Fellows of the College of the Great Hall of the University of Oxford

TO: the office of EIIR

August 18, 2004

Your Majesty,

Following your request, and our previous conversations on the matter, I have undertaken a brief study of the so-called Black Prophecy of John Dee.

While fascinating in historical context, and undoubtedly powerful in its imagery and intellectual curiosity, I must conclude that the Prophecy, and its correlating interest in the "Panacea," are little more than that.

Dee was a devout and intelligent man, but also a scholar of alchemy and hermeticism, as was common at the time. He therefore believed himself to be regularly visited by angels and demons, with whom he conversed.

The Black Prophecy is the result of one such conversation, as related in Dee's volume In Enochum Colloquia. This book is quite rare, and many extant copies are suspected to be forgeries, but the Bodleian has held a copy since 1640, just 30 years after Dee's death, and I am quite sure of its provenance.

Dee's fascination with a panacea likely derives from his obsession with the Great Plague, as he encountered many cases during his European travels, and his own wife succumbed toward the end of Dee's life. I would suggest this "vision" is a reaction to a man known as an expert physician when faced with such traumatic, and incurable, circumstances.

In modern times, bubonic plague is a known, quantifiable, and curable disease. By contrast, in the 16th century, the only "cure" was to burn the corpses so as to stem the disease's spread (as, of course, occurred in the Great Fire of London).

In summary, while I admire and welcome Your Majesty's interest and patronage in medical research and care for the nation, I must conclude that there is no cause for alarm with regard to the predicted "Blight," nor indeed for undue optimism concerning the "Panacea."

Humbly yours,

I remain

William Keatinge

[William Keatinge's signature]

Queen's Letter 5 // Palace Underground (Queen's Quarters)

In the Queen's Quarters, at the foot of the entrance stairs behind the two hunters.

LORE: DOCTOR TO QUEEN

[On Omega Group stationery]

FROM: The Office of the Sergeant Surgeon

TO: The Office of EIIR

February 2, 2005

Your Majesty,

You asked to be appraised of our research and progress to date. The news I have to give is both encouraging and frustrating.

My colleagues and I are encouraged by findings that, contrary to Prof. Keatinge's assertions, our own research strongly indicates several outbreaks of "black death" in the Middle Ages and even during the Renaissance were in fact the Blight of which Dr Dee wrote.

Documents we have secured suggest the Catholic Church, and their "plague healers" known as Medici, were instrumental in concealing this fact from the world at large. I recognize this is a serious accusation, but the evidence is strong. Res ipsa loquitur.

The frustration stems from our lack of progress concerning the Panacea. Although much mention of the fabled cure can be found throughout history, and especially in the writings of Dee and other alchemists such as Francis Bacon, there is no indication of even partial success.

Dee and Bacon were friends and colleagues, and both men make mention of a "code" that supposedly explains and delivers the Panacea. But we have yet to ascertain what form this code takes, or even if it truly exists.

If I may suggest a course of action, it is perhaps worth reconsidering Your Majesty's relationship with the group known as the "Ravens of Dee," with whom I know you are familiar. I realize they are somewhat unorthodox and radical, but fanatics are also often vast pools of obscure knowledge. They possess much Dee material, some of it perhaps exclusively, and I feel confident that if anyone knows more about this subject, it is the Ravens.

I remain ...

[Indecipherable signature]

Queen's Letter 6 // Palace Underground (Queen's Quarters)

In a Royal briefcase, in the vault, across from the open vault door.

LORE: ROYAL PARDON

[On Buckingham Palace stationery]

FROM: The Office of EIIR

TO: Office of the Administrator, Kent Secure MTRU Hospital

John Wright

c/o Ward 7-H

MTRU

Maidstone

Kent ME14

October 7, 2009

Elizabeth the Second, by the grace of God of the United Kingdom of Great Britain and Northern Ireland and of our other realms and territories, Queen, Head of the Commonwealth, Defender of the Faith, to all to whom these presents shall come greeting.

John William Wright, at the Central Criminal Court on the 13th day of December 2002, was convicted of trespassing on Our Royal Grounds of Buckingham Palace in possession of illegal firearms and with malicious intent. He was sentenced to life internment in Kent Secure Mental Ward for veterans of Our Royal Armed Forces.

Now know ye that we in consideration of some circumstances humbly represented unto us are graciously pleased to extend our grace and mercy and to grant him our free pardon in respect of the said conviction, and we do hereby command all justice and others whom it may concern that they take due notice hereof, and for so doing this shall be a sufficient warrant.

Give at our court at St. James's the 7th day of October 2009, in the year of our reign.

[Queen's signature]

Notepad Documents // The Black Prophecy

A Postcard // Safe House

Located on the tile floor very close to the manhole.

Lore: POSTCARD

[Tourist postcard of modern London, with Dee magical symbols on the front and handwritten text scrawled on the back]

ARISE A NEW UTOPIA IN LONDINIUM

THOSE MEN WHO LIVE THROUGH THE CLEANSING FIRE

SHALL BE ITS MASTERS

FOR THE OTHERS HELL AND FIRE WILL BE THEIR SOUL'S REWARD

A Text // Buckingham Palace (Interior)

On the main ornate desk inside the office.

Lore: THE FIRST BLIGHT

[Michael Maier engraving of the Great Plague, but with some subtle clues to hint that it was in fact an outbreak of zombies, not bubonic plague]

A Letter // Tower of London (Hidden Raven's Chamber)

Raven's secret chamber, on one of the chests.

LORE: THE FIRST BLIGHT

[Page taken from unknown textbook.]

What is remarkable in Dee's predictions are his accuracy and specificity. Less than 60 years after his death and his infamous final letter to Sir Francis Bacon, the Great Plague ravaged London, until the Great Fire of 1666 destroyed both city and outbreak.

Contemporary sources point to the uncanny similarities between the Plague and Dee's own predictions of the "first Blight"—or rather its spread to England at that time, as Dee claimed to have encountered the Blight himself during his travels throughout the continent.

Those 60 years had seen Dee's reputation, and that of his work, ridiculed and besmirched by a variety of men, including no less a figure than James I. But the Great Plague and Fire gave the reigning monarch, Charles II, pause to reconsider.

It was Charles who followed Dee's advice and instated a law that its resident Ravens must never leave the Tower of London; it was Charles who created the "Ravens of Dee," a secret society of scholars and noblemen. Rumor persists that the "Ravens" were even given permanent quarters underneath the Tower of London, in secret rooms on the dungeon level. Needless to say, these rooms have never been found.

Little is known about the Ravens of Dee, and less still documentary evidence remains; this is hardly surprising for a secret society, perhaps, but some rumors and legends about their work have remained steadfastly consistent over the ensuing centuries. The Ravens were to study what remained of Dee's work; to scour the land for any additional surviving copies of his manuscripts; and to prepare England for Dee's next great cataclysm, the "second Blight."

A Tarot Card // Tower of London (Hidden Raven's Chamber)

On one of the seats in the Hidden Raven's chamber with the AK-47 and Pad Decipher Upgrade.

LORE: TAROT CARD

[Tarot card The Tower, drawn in traditional style, with black ravens flying out of the falling tower, up into the air.]

"Should the Ravens ever flee the Tower of London, the Tower itself will crumble and England's glory shall fall to ruin..."

—John Dee, excerpt from a letter to Elizabeth I, written at Mortlake in July 1592

Appendix VIII // Dee's Letters

There are a total of seven Dee's Letters to find throughout London. Dr. Knight needs these to make the Panacea, as each letter contains a code (a single Enochian Symbol) written in ink visible only in black light. This is known as the Panacea Code, or the missing codon for the creation of the vaccine.

You begin collecting them when Mission 08 begins. You can collect them at any time, although the "Campaign" chapter has the optimal moments. They are found in the following locations:

Letter 1 // Palace Underground (Royal Bunker)

- Objective #: 1
- Location Description: In the pass-through box between you and the doctor. Given to you by the doctor at the end of Mission 07.
- Optimal Time to Locate: The conclusion of Mission 07.
- Items Needed: None.

LORE: DEE's LETTER TO FRANCIS BACON

John Dee's final letter to Francis Bacon before he died. It appears Dee tried to warn King James but was branded a witch for it! He urges Bacon to keep searching for the Panacea and to "safeguard our code"...

September 28, 1607

Dearest Francis,

With the death of our beloved Bess, I find I am fallen from grace at court, and I fear the dire warnings I have attempted to communicate will be ignored. Without Her Majesty's patronage, my influence on the realm is lost.

I know you are in the Scot James's favor, but he regards me as a heretic, branding me "sorcerer" and a practitioner of "black magic"! My home and archives at Mortlake have been pillaged and thousands of manuscripts lost. The knowledge of centuries, gone forever for no more reason than fear and ignorance.

There is no recourse for me; I am in ill health and hear Death's approaching hooves grow louder with each passing day. But you, my friend, are still in favor, and your place at the College of Physicians is secured. I beg of you, continue our work and pursue the Panacea, for the sake of England.

Prepare its children for their darkest hour, which will surely come as the archangel foretold.

On the event of my death, I urge you to Mortlake and to safeguard our Code; only it can reveal the knowledge I have salvaged from this catastrophe.

[signed] John Dee

Letter 2 // Victoria Memorial (Sewer)

- Objective #: 3
- Location Description: The armory, inside the cell door in the side passage just down the steps from the Safe House door.
- Optimal Time to Locate: The conclusion of Mission 09.
- Items Needed: Waverley's Keycard.

LORE: DEE'S NOTES ON THE BLIGHT IN EUROPE

What Dee saw in Europe during the Great Plague. He says there was a conspiracy to hide the truth by the plague doctors! But he also says he talks to angels, so maybe he was just paranoid and crazy...?

John Dee's diary

April 3, 1590

Being finally accustomed once more to English weather and manners after our return, I resolve to set down my observations on the plague wreaking havoc in Europe. For that to which I have borne witness causes me great consternation.

The plague is like no other I have seen; the Physici Epidemeie and Papists alike may say it is no more than a resurgence of the Black Death, but with mine own eyes I saw things to drive a man of science to the brink of his understanding.

A man would ask, Why are those towns affected by this Blight (as I call it) swiftly quarantined and isolated? A man may further ask, Why do the Physici—the only men permitted to enter and the supposed physicians of compassionate healing—carry blades and poisons with them, concealed under their voluminous cloaks?

I know the answer, for I used my experienced guile to gain entry to one such town in southern France, but even I am afeared to commit my observations to words. The horrors of that place will remain in my vision beyond even death, I am sure, even as the disease stays with its victims beyond death!

Kelley and I consulted the archangel Uriel, the incandescent, on this matter. I will write our full conversation in time, but the most urgent entreaty was of the fabled Panacea, that elusive salve, which cures all ills, that has confounded hermeticists and magicians since the time of Plato.

And Uriel revealed to us why their search has been fruitless; for the Philosopher's Stone, though necessary, is not enough. There is also a divine code of seven Enochian words that must be delivered to unlock the formulation. The search for this code, this holy epigram, must be our priority.

Letter 3 // Brick Lane Flats (Old Brick Warehouses)

- Objective #: 4
- Location Description: Inside the cubbyhole behind a Ravens keypad door.
- Optimal Time to Locate: The conclusion of Mission 10.
- Items Needed: Prepper Pad Decipher Upgrade.

LORE: OUTBREAK IN MANCHESTER

Dee lived in Manchester during an outbreak, and it sounds like his wife got infected, but Dee couldn't cure her. He mentions the "Panacea epigram." Does he mean the code...?

John Dee's diary

December 15, 1603

What danger! What futile endeavor! What wasted hope!

Last night I collected scabs from the Blighted, and the streets of Manchester are never the safest place, but this excursion was like to make a man of advancing years faint.

Where the Blight took hold in this city, the infected roamed the streets freely, and with ravenous hunger. There was no respite here, no army of sword-wielding beaked Physici to tame the outbreak. Instead the council moved slowly and finally determined to burn the infection from the streets and homes of Manchester.

This they did last night, and so intent was I on collecting some few more infected scabs that I was almost caught in the conflagration. But I escaped, and returned home to my beloved Jane with no more wound than to my pride.

I have been crushing the scabs into a sniffing powder for the purpose of fighting the infection with its own pustulence. I met physicians in Germany experimenting with this method, and my beloved Jane has responded well to its administration since her own infection five days ago.

If only Francis and I had made better progress on the Panacea epigram! Three of the seven are known to us, but it is not enough, and my own time is surely fading fast.

I, who saved Elizabeth herself from the small pox! I, who have Michael's divine entreaties to guide me! Even I remain confounded as to the nature of the Blight, and with the Scot James's sycophants still calling for my head, I will never obtain the resources I require.

[signed] 007

Letter 4 // Brick Lane Markets (Hanbury Green And Market Street)

- Objective #: 5
- Location Description: Behind a C4 debris pile, in the back garden near the alleyway between tenement flats.
- Optimal Time to Locate: During Mission 11A.
- Items Needed: C4.

LORE: DEE'S WIFE JANE DIES OF BLIGHT

Dee talks about his wife's death in a letter to Bacon. It sounds horrible…and a lot like the Blight we're suffering now! He mentions the "Enochian code" and signs the letter "007"…

February 3, 1604

Dearest Francis,

It is with great sadness that I write to inform you of my wife Jane's passing. How I wish I could say she went peacefully, in our bed, perhaps even as she slept. But as you know from my previous letters, such gentle peace was never going to be her destiny.

The crushed scabs were effective for a while, but time wore on, and as my supplies dwindled, the infection grew stronger. The veins blackened, the glands became swollen and pustulant. Her countenance became impossible to look upon, repulsive even to me, her husband, and I knew the end was near.

The straps were like bands of parchment when the infection took full hold. Her voice and mind lost, nought but a guttural screech escaped her throat as she clutched at me—at me!—with evil intent.

I have often mused upon the myth of the banshee and wondered what sound such a creature might make. After last night, I wonder no more.

I upheld my solemn promise to her. The end was swift.

My old friend, I will return to London soon. There is nothing left for me here, and my conflict with the Scot James seems insignificant in the face of this threat. I will seek you upon my arrival, and I beg of you to resume our search for the Enochian code that unlocks the Panacea. No quest has ever been of such vital importance.

[signed] 007

Letter 5 // Spitalfields Green (Quaker Park)

- Objective #: 6
- Location Description: Behind a large iron barricade, at the end of a series of backyards, in one corner of the park.
- Optimal Time to Locate: The conclusion of Mission 11B.

- Items Needed: Prepper Pad Keycard Hack.

LORE: REFLECTIONS ON 7

I think this is meant to be excerpts from things the angels told Dee. It's all about how 7 is a holy number, with sacred meaning. It sounds totally mad, real crazy apocalyptic stuff...

COLLOQUIUM XLIII: A HOLY NUMBER, A WICKED NUMBER

(From varied conversations, 1585)

...7 is the number of all that is holy and divine in His nature. For, as He rested on the 7th day, so it is that in his 7th year the boy becomes a man, and his mind made open to God and the world. And are there not 7 musical notes, 7 colors in the rainbow, 7 orifices in the head of man, 7 planets in His glorious sky...

...In Revelation there be 7 churches, 7 seals, 7 angels, 7 plagues, 7 stars, 7 thunders, 7 spirits of God, and the lamb has 7 horns and 7 eyes, the dragon 7 heads and 7 crowns, and the beast has 7 heads that are the 7 hills of the Whore of Babylon...

...Therefore will the Enochian epigram also possess 7 pieces, as the Rosicrucians know well, and they are 7 orders to which the divine words will be whispered, but in their seeking, 7 times will you be thwarted; 7 times will you know defeat...

...The shew-stone will reveal these to you and more, as it reveals me unto you now; 7 times shall you gaze into it, and 7 fears shall you know...

...And with the 7 wisdoms of the Rose-Croix shall you see clearly the 7 manifestations of this wicked Blight; for the first is fever, hot and foul; the second is a fool's peace, of the body and mind; and the third is a black humor tempting the soul...

Letter 6 // Tower of London (Tower Pier)

- Objective #: 7
- Location Description: On the deck of a tugboat, connected by drawbridge to the second pier, on the Thames.
- Optimal Time to Locate: The conclusion of Mission 11B.
- Items Needed: Prepper Pad Keycard Hack.

LORE: CONCERNING RESEARCH AND CURES

Dee says King James tried to stop his research and begs a doctor called "Robertus" to secretly join him. Dee truly believed angels were giving him the knowledge to make a cure! Could it be true...or was he just insane?

Dr. Robertus de Fluctibus, Fenchurch St.

London, February 26, 1606

Dear Robert,

I write to warn you to take the greatest care in your work and affairs and to conceal them where necessary from the jealous and spiteful minds of lesser men; for I speak on account of my own such experiences.

As you well know, upon Elizabeth's death and the Scot James's ascension, the mood and humor of England changed. The work of men such as myself, Kelley, and even Bacon, was condemned by our king as blasphemous and a kind of devilish sorcery.

I was in exile in Manchester at the time, oblivious to this change. I knew only what I had seen and what my Enochian conversations had proved, that we are all of us in great danger from the Blight. It was only through razing a quarter of the city to the ground that Manchester itself yet survives.

My beloved wife died of this same sickness, and I returned to London, little knowing the sadness it would bring. My home and library at Mortlake had been pillaged, and I was arrested upon presenting myself to the court!

It was only with the application of much persuasion, and assurances of a virtuous path to come, that I escaped the fires of the stake itself. A fate, alas, already suffered by too many of our fellows who pursue science and learning as you and I. Since those damned fools Catesby and Fawkes were uncovered, the king grows ever more cautious and aggressive.

It is clear to me now that the fabled Panacea is mankind's only hope. The angels assured me, though it was no simple matter to draw it from them, that the formulation of this salve is not so difficult. It is the knowledge needed, the divine epigram known as "the Enochian code," that is so hard to obtain.

Francis and I have endeavoured to do so for many years, with some measure of success, aided no doubt by my own extensive experience with ciphers, but many of these holy words yet elude us.

I urge you to join us in this quest to aid mankind in its hour of need, before it is too late, and with equal urgency, I entreat you to keep this matter concealed from those who would thwart us; "for they know not what they do," as He spake in the Good Book.

[signed] 007

Letter 7 // Baconfields (Darwin Yard)

- Objective #: 8
- Location Description: Inside a small shed, close to the wasteland pond and digging equipment.
- Optimal Time to Locate: The conclusion of Mission 11B.
- Items Needed: Prepper Pad Keycard Hack.

LORE: THE FIRE

The last thing Dee ever wrote in his diary. He predicts the Great Plague and the Great Fire of London...and says the only way to stop the Blight is to burn London, just like back then!

John Dee's diary

February 29, 1608

I feel Death's hand upon my shoulder. The time is near. Yet continue I must, for a final revelation has been made.

First, upon this my deathbed, I must admit personal defeat. The Enochian code has eluded me; it has eluded Francis; and I do not know if Robert even looks for it.

The few pieces of code we have are incomplete. I hope and pray that our work is continued by some later generation, in a time when perhaps learned men are not cast out and branded witches—if such a time should ever dawn again in this bleak land—and such science is given the prominence it deserves.

The future is yours, now, O sons of our sons; may your knowledge be greater than men such as we could ever imagine, and you look back at this time with sad mirth that our quests were such trials.

The Panacea is waiting to be found, if only you can discover the code. I implore you to do this thing, before all is lost.

Finally, the revelation. I saw the Blight in London, spreading its foul black humor across our fair city, which is the heart of the world.

A broken warrior sits upon the throne, impotent to bring salvation.

Salvation eventually comes, as in Manchester, not from the Physici but from a cleansing fire that sweeps the city, heralded by London's own black angels.

I have written of this vision before, as spake to me by the angel Michael; yet this was not the same, but in fact the vision of a time less than a lifetime hence. All must beware; all must prepare! The Blight is com—

[Letter ends; Dee died while writing it. NB 1608 was indeed a leap year, and Dee's real date of death remains unknown. It seemed appropriate that such an extraordinary man should die on a rare day.]

Appendix IX // Lore of the Land

Recently uncovered from the Royal Bunker and Ron Freedman's flats is a series of documents shedding some additional light on Dr. Knight's work, the relationship between Sondra and John, and the unabridged Black Prophecy, presented here for your edification.

LORE: THE BLACK PROPHECY IN FULL

While living in exile in Manchester, John Dee compiled his work with Edward Kelley, and their conversations with angels, into a manuscript entitled "In Enochum Colloquia" ("The Enochian Conversations").

The book was published in 1602, reputedly financed by Queen Elizabeth I herself. But Elizabeth died shortly after publication. Her successor, the puritan James I, decreed the Colloquia a blasphemy and ordered all copies to be burned. Only a few escaped this fate and remain to this day, but their authenticity is perpetually in doubt.

Excerpts from the Enochian Conversations, November 1585:

"In the year of our Lord two thousand and twelve, the alchemy of wealth from air will bring a second Blight upon mankind."

"As the Revelation shows, when death overcomes life, so shall man walk eternally in purgatory, and those who long for the bosom of God shall not find it, as death itself flees from them to smother the world in gray damnation."

"This fog of death will cloak the land, and those men who are not prepared will succumb to its foul clutches."

"Harken not the beast with a thousand eyes, whose split tongue defiles and embraces your demise, as none shall escape its gaze."

"Therefore prepare, for a small few shall be spared, and they will be the enlightened ones, the prepared ones, the ones who seek to possess the fabled Panacea."

"For the others, hell and fire will be their soul's reward."

"Fathers will not know their sons; sons will damn their fathers."

"The Tower shall fall when the Ravens flee."

"And when the Tower crumbles, so, too, will England, as surely as night follows day."

"If you would survive, bury yourself in the earth's bosom, that she may protect you."

"For God shows no mercy to those who heed not His words, and the man who has grown fat upon the backs of his fellows with insatiable greed will himself starve for life and turn at last to devour his own children."

"Thus will the end come, and the world made unworthy in His eyes, so that He may begin anew. You will know when His Heralds sound seven bells, to reveal His glory."

"And a cleansing fire of black angels will purify the world."

"From these ashes shall arise a new utopia in Londinium, like unto Heaven on earth."

"And those men who pass through the cleansing fire shall be its masters, blessed to serve Him and His Glory."

"Thus spake Michael, most holy of all angels, in his many entreaties to me."

The book was published in 1602, reputedly financed by Queen Elizabeth I herself. But Elizabeth died shortly after publication. Her successor, the puritan James I, decreed the Colloquia a blasphemy, and ordered all copies to be burned. Only a few escaped this fate and remain to this day, but their authenticity is perpetually in doubt.

LORE: LETTERS FROM SONDRA (1 of 2)

Oct. 28, 2002

Dear John,

I'm sorry, but I just don't think we're going to agree on this point of interpretation. You seem dead set on a "scorched earth" reading of the BP, whereas I (and Ron and many of the others) see it more as a warning that we need to help people, not stand by and watch as it happens.

I know you're angry with me and Ron for arguing with you at the last meeting, but I hope you can see that we're just advocating a "better safe than sorry" approach. It's like global warming—if we're wrong, well, at least we tried to make the world a better place, and no harm done. But if we're right, and don't act quickly, we're putting the whole planet in danger. I wish you could see that.

We're not trying to shut you out or shout you down, like you suggested. I know you said those things in the heat of the moment, but even if you didn't mean them, they hurt. Your experience is invaluable to us; that's why I was asked to recruit you in the first place.

But we're not children, and we do understand your point of view. We just disagree.

The council has asked me to suggest you take some time off from the meetings, because they don't feel you're being productive right now.

I'm not going to do that, because I still love you and know how much being excluded from the council would frustrate you, but I agree this fatalist agenda isn't productive.

I'm about to leave for Clermont-Ferrand, to see what I can dig up in their library about the Physici, as discussed at the last meeting. But I'll be back in time for Bonfire Night, so I'll call you and we can go up to Ally Pally for the display. It's been too long since we spent an evening together, and I'm sorry about that.

Lots of love,

Sondra

LORE: LETTERS FROM SONDRA (2 of 2)

[Address on Envelope]:

St. George's Mental Health NHS Trust

7 Corbell Road, London, SW17 7DJ

May 11, 2005

Dear John,

I'll never forget everything you've given me. Our time together was the happiest of my life...but now those memories are tarnished, and I want it to stop.

We both know you don't belong in the trauma unit. But the injustice of it all has changed you. You're not the man I fell in love with anymore—the man who risked (and lost) everything to try and prepare the world for the coming storm.

That man seems to be dead. Looking back, your letters become more and more bitter over time, filled with cynicism and contempt. God knows, I can't blame you, after everything that's happened! But I don't want to know this new man. I don't think we have anything constructive to say to one another.

If I do somehow survive the Blight, if any of us do, it'll be thanks to you. I owe that to the man I loved. He'll remain a part of me, forever.

Forgive me.

Sondra

LORE: A TOUR OF THE DOCTOR'S LABORATORY (COMMENTARY AND NOTES BY DR. PETER KNIGHT)

Ah, yes, Dr. Dee...He was an odd chap. Claimed he talked to angels, of all things! Some people even think he saw the future, but they're wrong. Dee was a scientist, the finest mind of his time! He traveled widely and saw plague outbreaks up close. Just like this! Well, think about it. How would they have known the difference, in those days?

That is a 16-century plague mask from the palace archives; thought it might be useful. Most people think it's just a fancy dress costume, you know? Learn something new every day until you die, as I always say!

A Seal of God-type Kabbalistic symbol, based around a 7-pointed star shape, Dee's holy table; the seal of God on stone.

The Sigil of Ameth or Sigillum Dei or Seal of God is a large wax disk, on which are inscribed various names of God and angels, within a design of heptagons and heptagrams. Dee placed this sigil at the center of the Holy Table, underneath the scrying stone during his conversations with angels.

Dee's "Scrying Mirror." An old Aztec relic, made of obsidian and shaped into a hand mirror. Dee used it to conjure up angels.

This occult symbol was created by John Dee and described in the Monas Hieroglyphica in 1564. The symbol is intended to represent the reality of the monad, a singular entity from which all material things are said to derive. Dee wrote of it: "The Sun and the Moon of this Monad desire that the Elements in which the tenth proportion will flower, shall be separated, and this is done by the application of Fire."

John Dee, portrait du XVIe siècle, artiste inconnu. Selon Charlotte Fell Smith, ce portrait a été réalisé alors que Dee était âgé de 67 ans. Il a appartenu à son petit-fils Rowland Dee puis plus tard à Elias Ashmole, qui en fit don à l'université d'Oxford. A portrait of John Dee at the age of 67 by an unknown artist.

John Dee performing an experiment before Queen Elizabeth I. Oil painting by Henry Gillard Glindoni.

Book written by James II referenced by the doctor during his conversations with the Survivor.

Dee's Shew-Stone, used by his scryer Edward Kelley to peer into the future.

John Dee's coat of arms. The Dees are of Welsh origin, where the name means "black."

John Dee's Grimoire.

Charles the Second, the English King who rehabilitated John Dee after his predictions regarding the First Great Plague came true. He founded the secret order known as the Ravens of Dee in 1666.

Appendix X // UPlay Rewards

Make sure you're part of the UPlay community for additional rewards! Points are given out after you accomplish certain actions. Use these points to purchase specific rewards:

Action	UPlay Name	Points Awarded
Pick up the BOB Backpack	BOB is your best friend	10
Reach a Survivor Score of 2,000 points (or more)	Unbreakable	20
Hack all the CCTV Junction Boxes in London	CCTV Is Watching You	30
Complete the game (Campaign or Survivor mode)	I Survived!	40

Reward	UPlay Name	Points Cost
Unlock a new, '80s-style Start screen and music	Back in the '80s	10
Customize your cricket bat*	Punk Is Not Dead!	20
Concept Art Video	God Save the Queen	30
New multiplayer game mode (Survival)	The Last of Them	40

Note

* Choose from Union Jack, Punk Is Not Dead, and Pin-up designs.

Appendix XI // Endings

There are three different endings you can achieve:

- Ending A: "The Panacea for the Masses." You successfully fend off all Infected attacks, and you're rescued by the Ravens' helicopter. Extraction from the Tower of London is completed. You hand off the Panacea to Sondra.
- Ending B: "The Panacea Is Missing." You successfully fend off all Infected attacks, and you're rescued by the Raven's

helicopter. Extraction from the Tower of London is completed. You escape without the Panacea, and hope is lost.

- Ending C: “Survivor Down.” You unsuccessfully fend off all Infected attacks and fall somewhere between the first pier and the top of the tower. Extraction is incomplete. You will be missed.

Note

There are no other unlocks. What do you get for successfully completing Survivor mode? The adulation of your friends! Now replay it again and try for a higher Survivor Score!

Prologue

Campaign Prologue

HOW TO FIGHT THE BLIGHT

INFORMATION BOXES

Walkthrough information is grouped into objectives or sets of objectives. Within this, expect the following information to be presented, in addition to the main walkthrough content:

Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 10
- Special Instructions: This can be skipped.

// OBJECTIVE INFORMATION BOX: This quickly shows you how dangerous the objective(s) you're undertaking may be, whether your Smart Map shows the location of the objective, the Survivor Score you receive for finishing the objective(s), and any special instructions (such as whether you can skip the objective or whether it is triggered anyway if you die). The danger level of each objective (or set of objectives) is ranked on a patent-pending "Zombie Finger" scale. Here's how this breaks down:

• No problems. Expect no combat, or extremely easy foes to face.	●○○○○
• Inconvenience. A few easy-to-spot foes, adequate ammunition, and little room for failure.	●●○○○
• Trouble. There are several Infected and you may be swarmed due to Survivor incompetence.	●●●○○
• Danger. Numerous powerful foes, little room for error, and few locations to find helpful items.	●●●●○
• Abandon hope. A fight against terrible odds, expect to be overrun and eaten unless extreme competence is shown.	●●●●●

INCOMING INFECTED // INCOMING INFECTED

Lower Mezzanine: Shamblers (2)

Right Balcony: Shambler

// INCOMING INFECTED: Whenever you first explore an area, there's a variety of Infected to worry about. Although most of these foes appear randomly, this box gives an approximate number of foes that you're likely to encounter, along with their type. This isn't precisely what you'll encounter; it is simply the best guess after replaying the mission multiple times.

Tip

Mission 01 is complete. Sleep to save your game and recover all health before continuing.

Note

This is still part of Brick Lane Markets, but you're heading into Market Street, close to a boarded-up supermarket.

Caution

Warning! Expect a fright or two as you extricate yourself from this location!

Optional Extras: Concourse Reconnoiter

Look at your Wii U GamePad.

Before completing this mission, thoroughly inspect this entire concourse area. Here's what to think about doing:

- Figure out and memorize routes to take from the main steps near the travel store to the Safe House.
- Learn these routes with and without your flashlight to guide you. This location is later overrun by the Infected, and it becomes critical to keep moving and stay away from dead ends.
- Study the Smart Map of this area and scan all of it. There are four separate rooms, including the travel store. There's a storage area, a newsdealer, and a rent-a-car store.
- All the structures have doors, broken windows to climb over (and for zombies to climb over too!), and open entrances to slide under (and for zombies to crawl under!). Think about which ones would be good to defend from.
- There are planks to find throughout this area. Although you don't have a hammer yet (with which to reinforce the doors), you can pick up the planks and drop them near a door you want to barricade.

// OPTIONAL EXTRAS: The main text focuses on the critical path to take. This section of a mission details areas of a map that aren't necessary to head into and what you might find there that could be of extra benefit to you.

CHARACTERS // THE PREPPER

Little is known of the Prepper, or indeed where he even is located. Represented by a thick, northern voice crackling through the speakers of your Pad, the Prepper is an ex-military man and professes to be a member of the Royal Signals.

ENEMY // INFECTED SURVIVOR

Samuel GRIFFITHS
Score : 270
POLICE

This is a Blighter that was once a Survivor like you. It is a lost soul now. Although a dreadful business, putting an end to this floundering beast's misery is the only humane option. Especially as it is carrying a backpack you so desperately need....

// CHARACTERS AND ENEMIES: The first time a new character or enemy is introduced, we give some background information. Use this to make judgement calls from this point on.

WEAPON // CRICKET BAT

"Go on. Pick up the Cricket Bat. Don't be squeamish. Then knock those Infected for six."

WEAPON // UPGRADES

GEAR // FLASHLIGHT

- The flashlight, also known as a torch, illuminates the area around you and is strapped to a holster on your chest.
- It runs off a special battery that ticks down from 99 to 0, flickering when only 10 points of power are left.

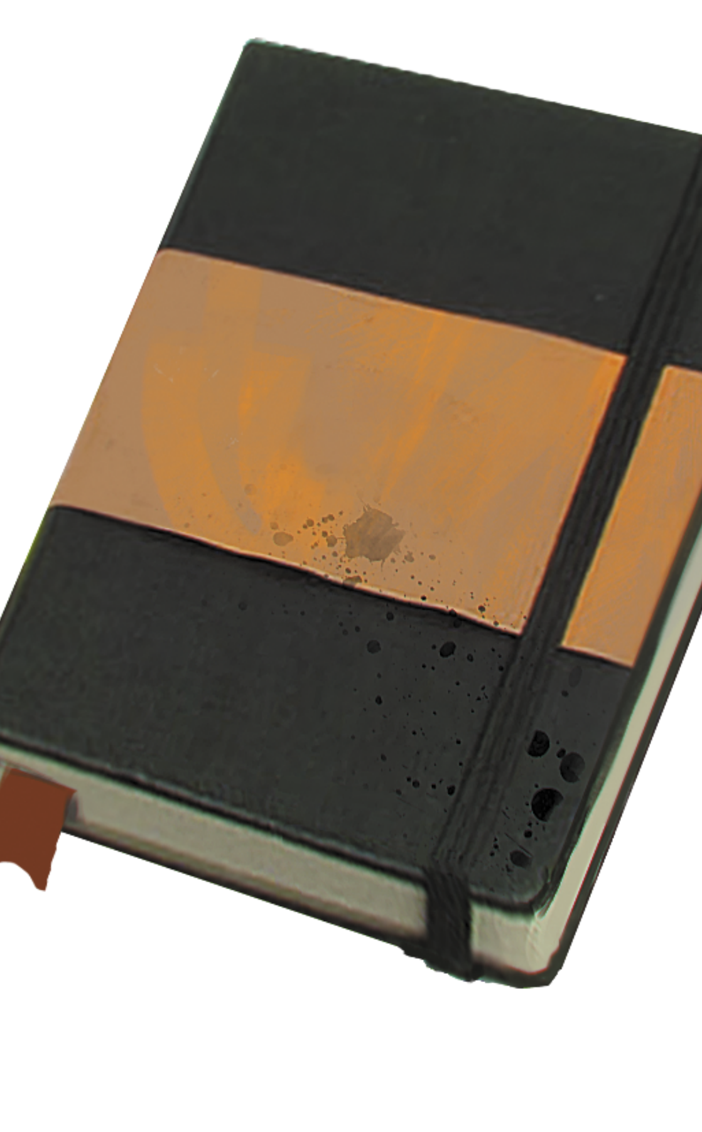
ITEM // MEDIUM MEDIPACK

- Effect: Hit Points (HP) +40%

Essential pain-killers and bandages.

// ITEMS, GEAR, UPGRADES, AND WEAPONS: Whenever you pick up something useful, whether it's equipment you use (e.g., ammunition, mission-critical items, or healing items) or carry (e.g., backpacks, your Pad, or enhancements that help you overcome circumstances, such as lockpicking tools to open certain doors), upgrades to your weapons, or new weapons, we show a box giving pertinent information.

NOTEBOOK ADDITION // NEWSPAPERS (1/7)



// NOTEBOOK ADDITION: You keep a notebook throughout this campaign, and every time you find a new piece of information (in the form of newspapers, letters, or other matter), it is flagged and explored in greater detail in these boxes.

Backpack // ITEM PICKUP FLAG: A quick visual representation every time you pick up a new, important, or mission-critical item.

Lore: The Royal Signals

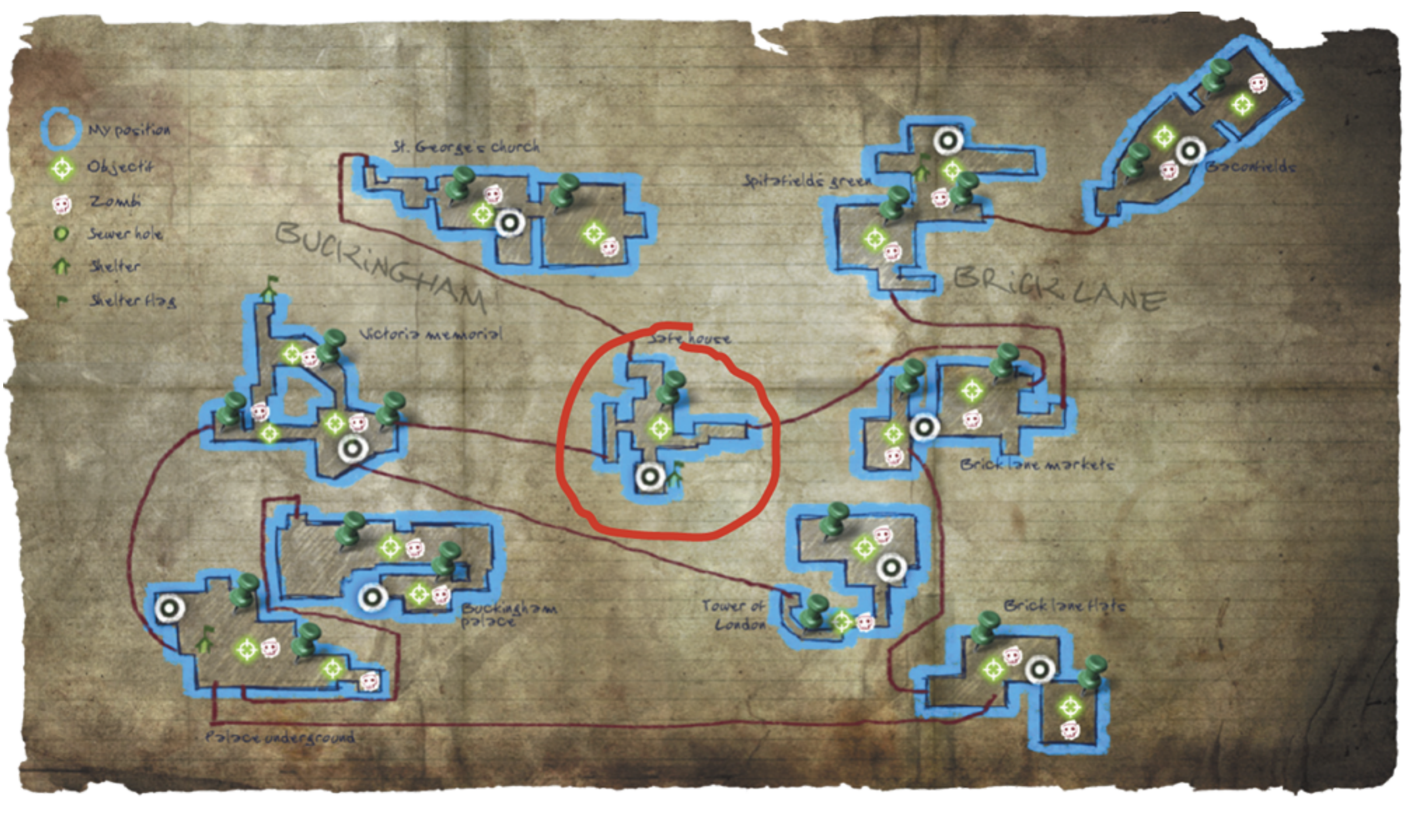
Formed in 1870, the Royal Corps of Signals is a combat support group within the British Army. During battlefield conditions, they usually scout an area first, before providing information and communication systems vital to tactical operations.

// LORE: Delve into the story and history surrounding the British Blight by reading up on the information in these boxes.

Prologue

Mission 00

Introduction Location: Outside Safe House



Overview

The Blight is spreading faster than anyone thought possible. Entire sections of Britain's capital have been abandoned. The few remaining Survivors can count on limited supplies and infrequent communications. Wild bands of Infected roam the streets, their base functions still salivating over the prospect of fresh human meat. Even the rats have gone into hiding. You're close to a tube station, picking through the filth and horror when you see a horde of Infected. You're spotted. Can you reach safety, or will you become just another victim of this blasted Blight?

Objective

- Escape from the Infected

Important Items

Flashlight (Torch)

Lore: A Second Blight Upon Mankind

The alchemy of wealth from air will bring a second Blight upon mankind.

This fog of death will cloak the land.

And those men who are not prepared will succumb to its foul clutches.

For God shows no mercy on those who heed not His words.

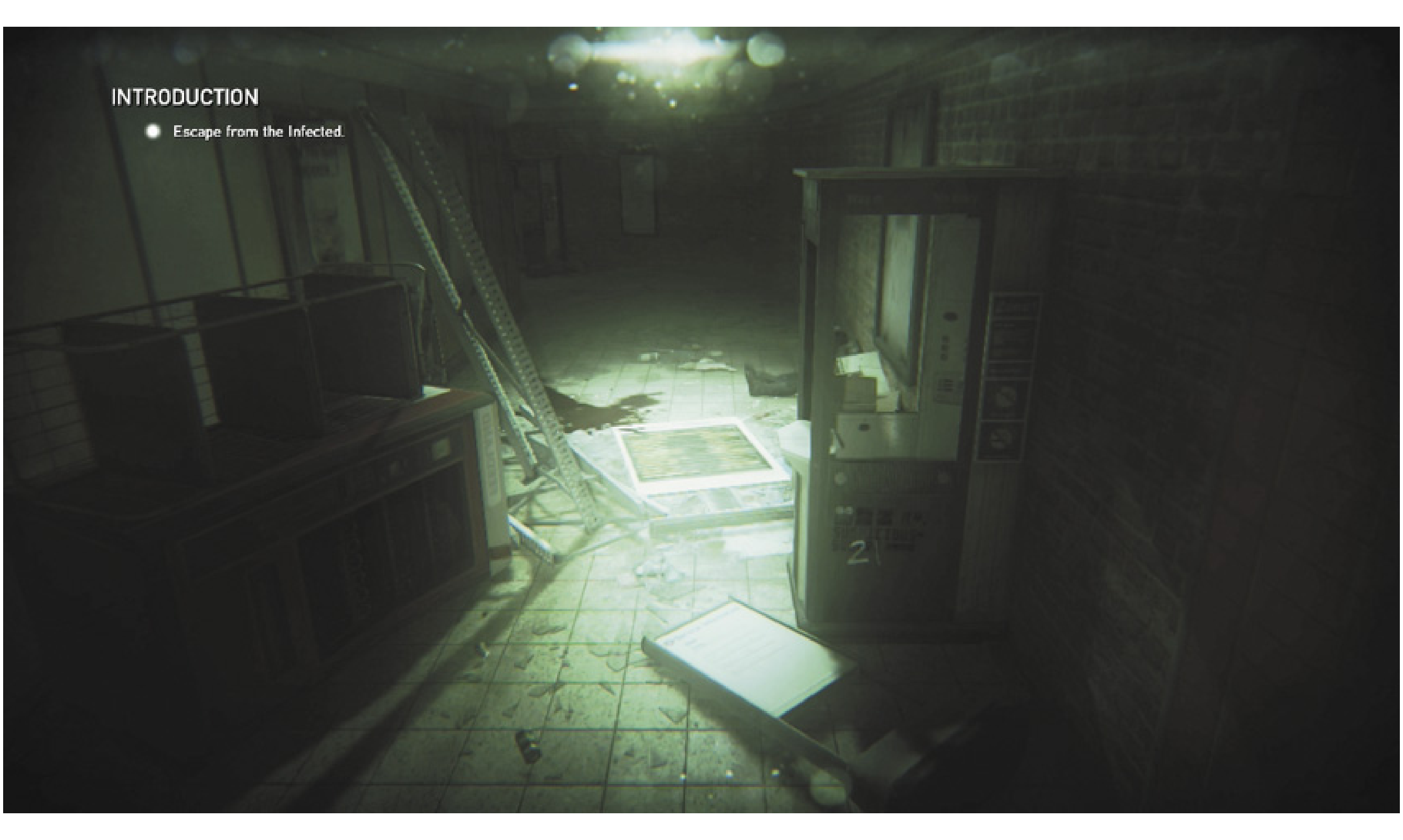
Thus will the end come. And the world, made unworthy in His eyes, will be purified by black angels, so that He may begin anew.

Objective PART 1: DOWN IN THE TUBE STATION AT MIDNIGHT

Escape from the Infected

Danger Level:	●●○○○

- Objective Marker: No
- Survivor Score: 50
- Special Instructions: None



As the tube station's walls dance with the silhouettes of Infected feeding on the recently slain, keep your composure and listen to the man's voice. Head directly past the corridor on your right, and down the steps by the ticket machines in the wall [1].

Tip

Use L to move and R to look. Both are critical to employ immediately! If you prefer to change the sensitivity and inversion of these controls, check your Options game menu.

Caution

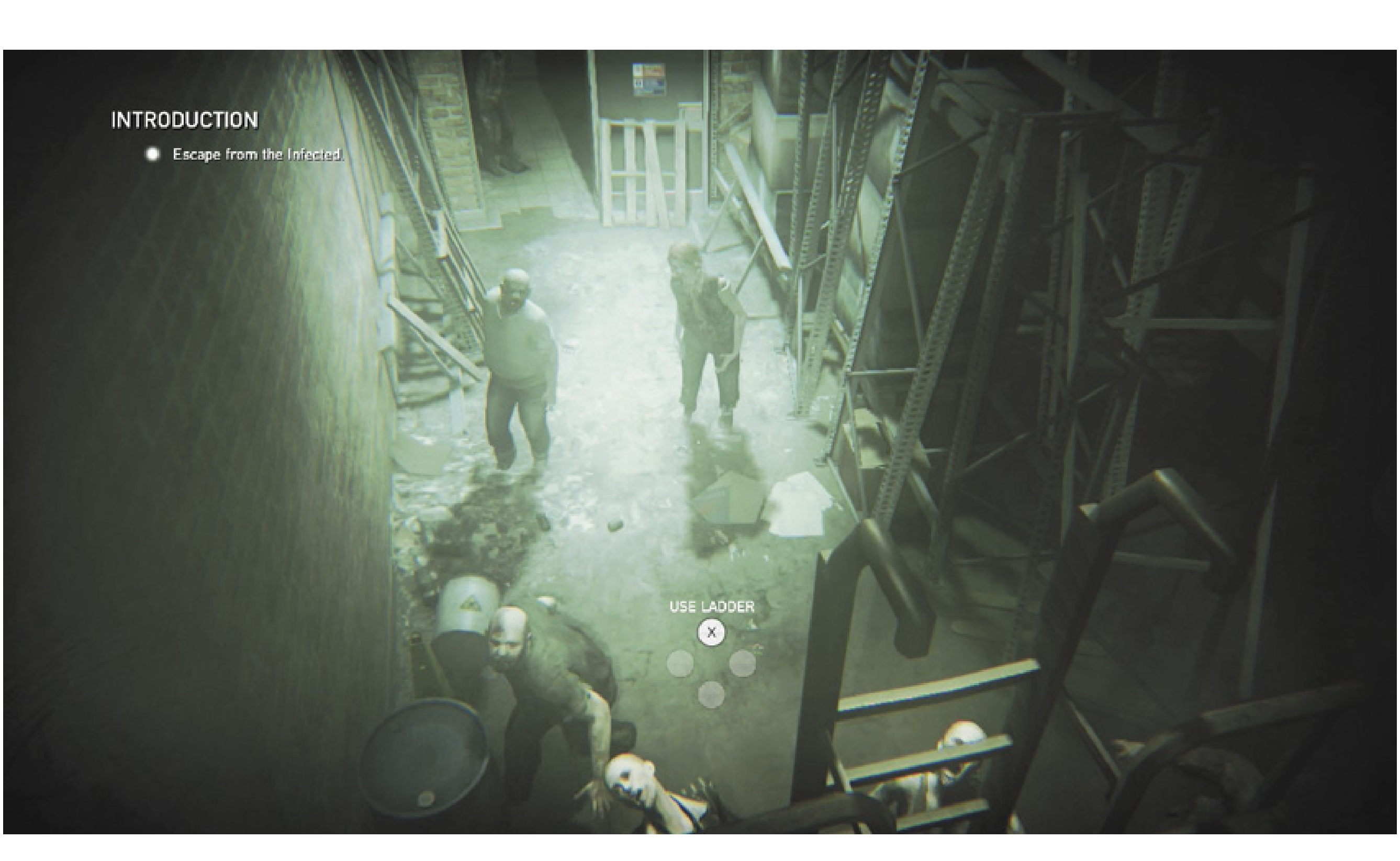
Danger! You're now being pursued by at least half a dozen shambling corpses, all attempting to pull you down and start feeding on your quivering flesh! Any time you pass a slumped body, whether leaning against a wall or lying prone, they usually rise up to join the throng of undead. Keep moving, or you'll be eaten alive!

INTRODUCTION
Escape from the Infected.

The Infected keep pace with your regular movement, so as long as you don't stop, become confused at a junction, or attempt to turn and face your foes, you'll escape here with nary a scratch. If you turn around, even to shove foes off your heels [2], you risk being swarmed!

Tip

Use ZR to shove any unruly foes about to grab or strike you. This isn't wise due to the rapidly expanding mob of dead folk; it's best to keep running!



Pass the remains of the ticket booth, and follow the corridor around to the left, stepping quickly right as the way ahead consists of a series of barricades with zombies clambering over them. You're prompted to run. It's wise to try this out immediately, and put a bit of distance between you and the horde. Head into the brick-lined side corridor [3], and immediately climb the ladder at the end.

Tip

Use L to run. Press and hold until you want to stop or until you're out of breath (after around six or seven seconds of running), and then run again if needed. Use the ladder by pressing X .

Tip

Use X to climb or perform any other context-sensitive action, such as crouching (which you need to attempt in a moment).

Caution

You must manually climb the stairs using L ; you don't automatically climb! Be quick, and optionally shove any Infected that are too close to you as you reach the base of the ladder. If you're too late, you'll be pulled down and savaged, and there's little chance of escape!

INTRODUCTION
Escape from the Infected.

You can stop and turn around atop the ladder, watching the baying throng of decaying automatons below. Zombies don't climb ladders, which is fortunate. However, the only way is onward. Crouch and slide down the duct chute, landing with a crash in a small storage room below. The Infected can't follow you here, allowing you to look around, search a nearby corpse for loot (he has none), and then open a door ahead of you. This leads into a lower tube passageway [4].

Tip

Just like crouching, you use X to loot and open doors. When you reach for the door, you also have the "nail barricade" option. As this requires you to have both a hammer and planks, and effectively seals you into this room with no escape, this isn't a viable option. But remember it for later!

INTRODUCTION
Escape from the Infected.

Follow the instructions of the man you hear on the public address system, and switch on the flashlight using the GamePad. The two corpses in the short corridor beyond are quite dead, so head down the gloomy steps [5], turn left, climb onto the barricade, and head down more steps. Be ready to run!

GEAR // FLASHLIGHT

- The flashlight, also known as a torch, illuminates the area around you and is strapped to a holster on your chest.
- It runs off a special battery that ticks down from 99 to 0, flickering when only 10 points of power are left.
- It takes around 250 seconds, or just over four minutes, for the battery to die, after which the flashlight recharges, taking around 10 seconds to reach full power again.
- You can turn the flashlight on and off from your GamePad, even during the time it takes to recharge (the power points tick down from where the recharge level reached, or you can wait for a full recharge).
- The Infected are drawn to this light, so you need to balance seeing a location in better light compared to attracting attention from rotting foes.
- Unless instructed otherwise, it's usually helpful to keep the flashlight on at all times, unless specified in this guide.
- It is also much safer to turn the flashlight off and let it recharge when you're in a safe area, between investigations and battles.
- The Prepper Pad (which you'll pick up during Mission 01) also gives off light when used as a Scanner. Be wary of that too!

INTRODUCTION
Escape from the Infected.
London Bridge

The Infected are milling about, and the voice tells you about pushing and shoving the Infected so you can dodge their attacks and maneuver out of their way. Don't delay; turn left and head down the escalators, running (not walking) to the door at the far end of the narrow corridor [6]. Prone Infected stir from the floor to thwart you! Exit as soon as you can, unless you fancy a grotesque death before you even start exploring London!

Caution

As you run over Infected who are rising to their feet, you may be prompted to "finish" them by holding ZR . This executes a rather messy foot stomp. However, you also stop moving to attempt this action, meaning you'll be mauled in seconds if you try it. Attempt this attack under less chaotic circumstances.

Tip

Don't worry about being wounded by zombie strikes; as long as you reach the exit, even if your health bar is reduced, you're still able to continue without problems.

Note

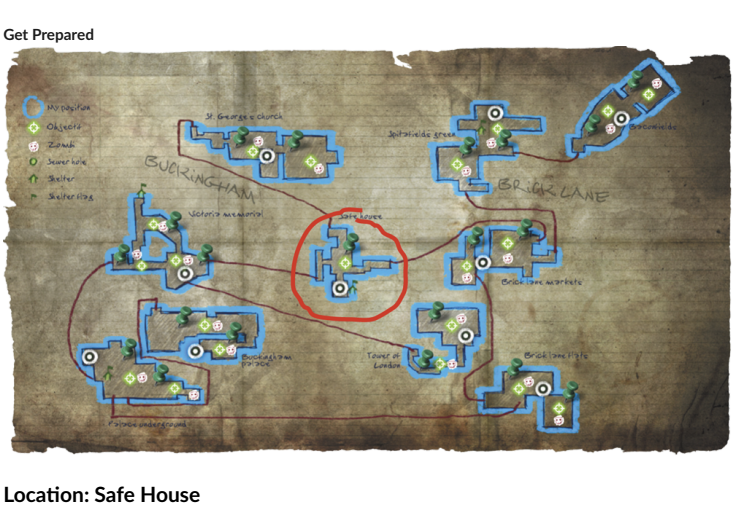
Did you die a screaming death at the rotting hands of the unwashed masses? Then Mission 01 begins anyway, although you play the role of a different Survivor, and you don't receive any Survivor Score points.

Mission 01 Completed: Maximum Survivor Score: +50

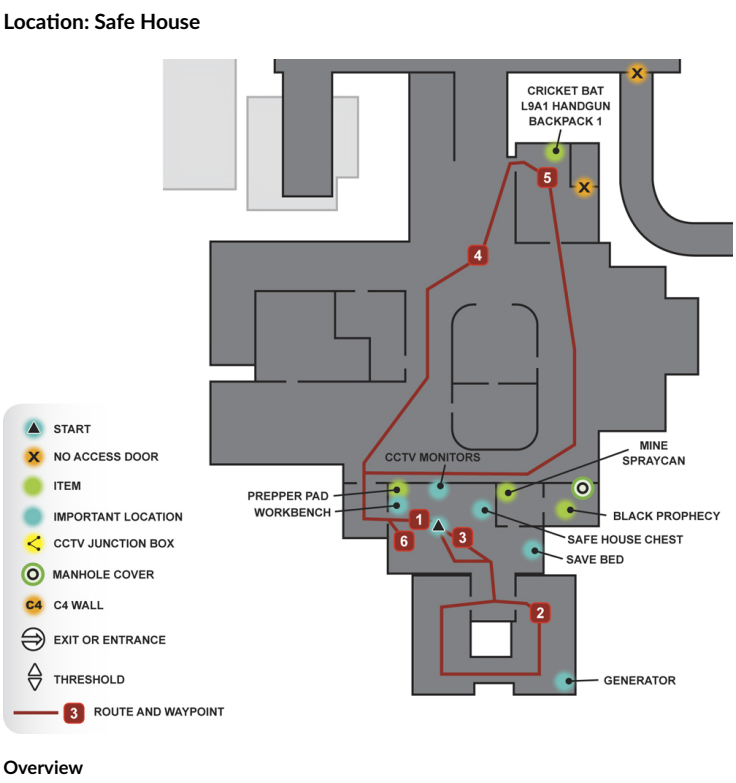
Missions

Mission 01

Get Prepared



Location: Safe House



Overview

The relative safety of this fortified London underground station is in stark contrast to the mayhem continuing across London. After a brief respite, the voice guiding your progress introduces himself and requests you complete a few tasks for him. These start off easily enough, but after a search of your immediate surroundings and a briefing on the secure nature of this locale, you're sent to retrieve a vital item. Here your will and stomach are tested, and you kill your first Infected. It's either you or them!

Objectives

- Objective 1: Take your Prepper Pad.
- Objective 2: Activate the generator.
- Objective 3: Get mission brief.
- Objective 4: Find the previous survivor.
- Objective 5: Pick up the cricket bat.
- Objective 6: Kill the Infected.
- Objective 7: Equip your Bug Out Bag.
- Objective 8: Return to safe house restrooms.

Important Items

Prepper Pad

Cricket Bat

L9A1 Pistol

BOB Backpack (Bug-Out Bag)

Enemy Appearances

Survivor (Infected)

GETTING PREPPED

Take your Prepper Pad (Survival Kit)	
Danger Level:	● ○ ○ ○ ○

- Objective Marker: No
- Survivor Score: 10
- Special Instructions: None

GET PREPARED
Take your Prepper Pad (Survival Kit)

You emerge into what appears to be a tube station restroom, and the voice finally introduces himself as the Prepper. He sounds like he's from the north of England (possibly Sheffield?), and he assures you he knew about this infectious outbreak long before anyone else. Perhaps that's why he's still alive? However, he's speaking to you remotely. It's worth heeding his instructions: The first of these is to head on over to the Workbench [1], and pick up the device. This is the Prepper Pad, and it's incredibly helpful!

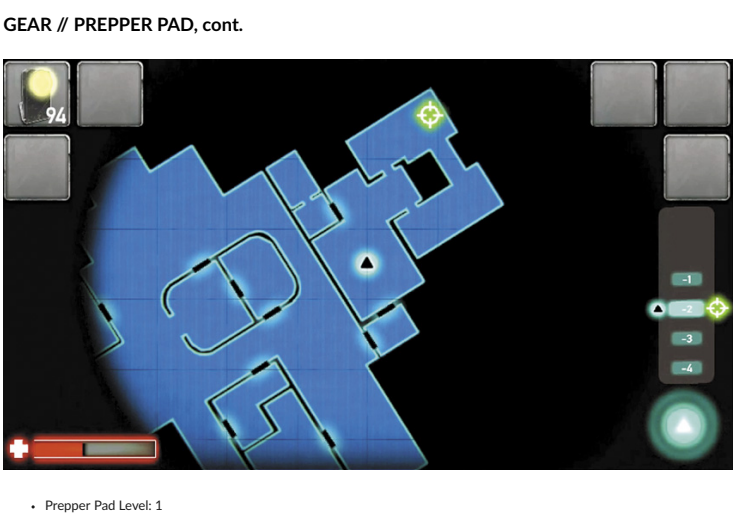
GEAR // PREPPER PAD

The Prepper Pad is the ultimate, all-in-one survival device. You can upgrade its Smart map, scanner, and radar as you progress. The number on the Prepper Pad icon indicates its level. The higher the Pad's level, the more features become available.

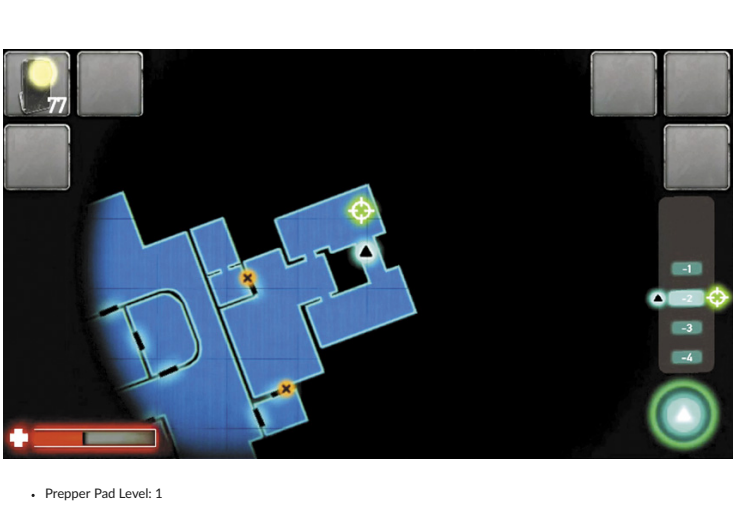
The Prepper Pad layout is described in the "Training" chapter (see page 12). It links directly to the Prepper, and he communicates to you through this. Don't lose it! The following upgrades are available for this valuable piece of equipment:

- Prepper Pad Level: 0
- Features: Holster
- How Upgraded?: Available immediately

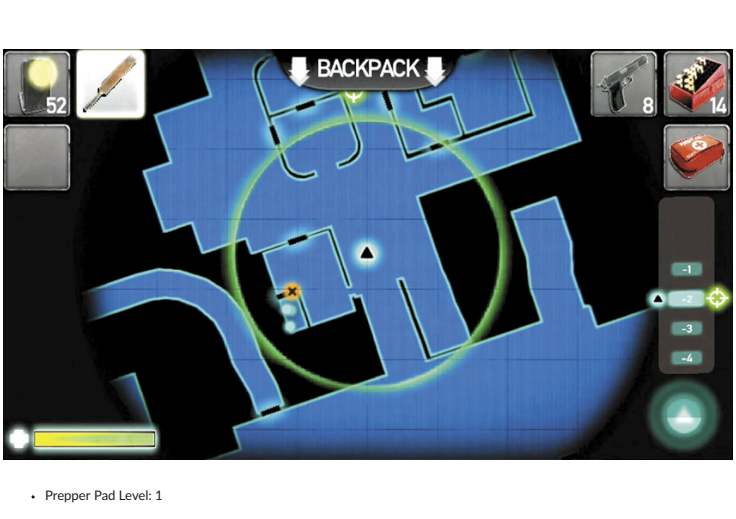
GEAR // PREPPER PAD, cont.



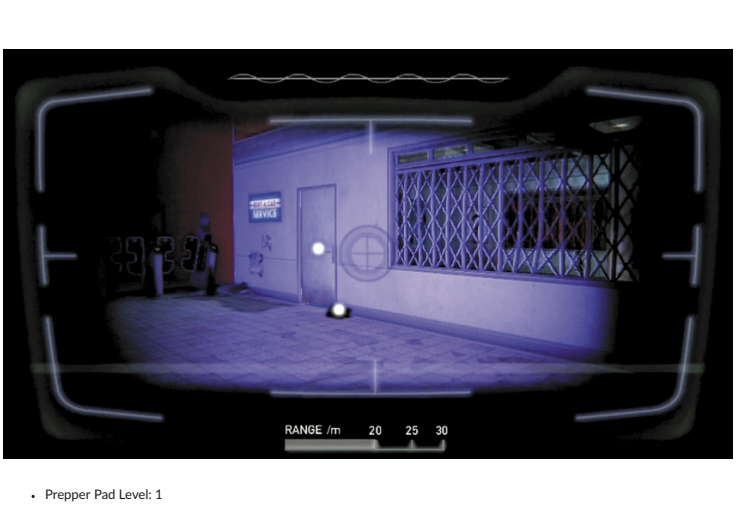
- Prepper Pad Level: 1
- Features: Map
- Upgrade 1: Smart Map
- How Upgraded?: Available immediately



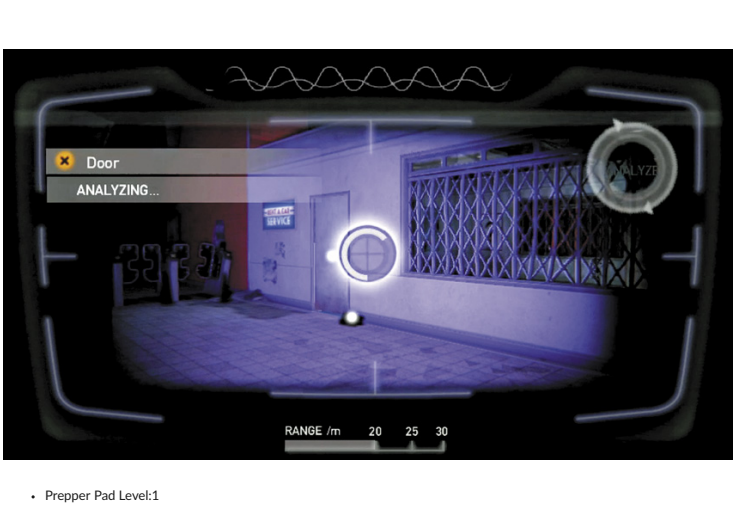
- Prepper Pad Level: 1
- Features: Map
- Upgrade 2: Objective markers
- How Upgraded?: Available immediately



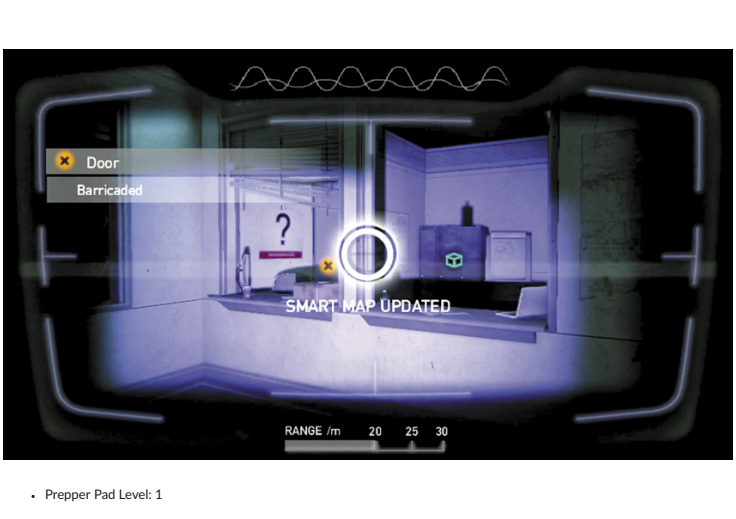
- Prepper Pad Level: 1
- Features: Map
- Upgrade 3: Manual radar
- How Upgraded?: Available immediately



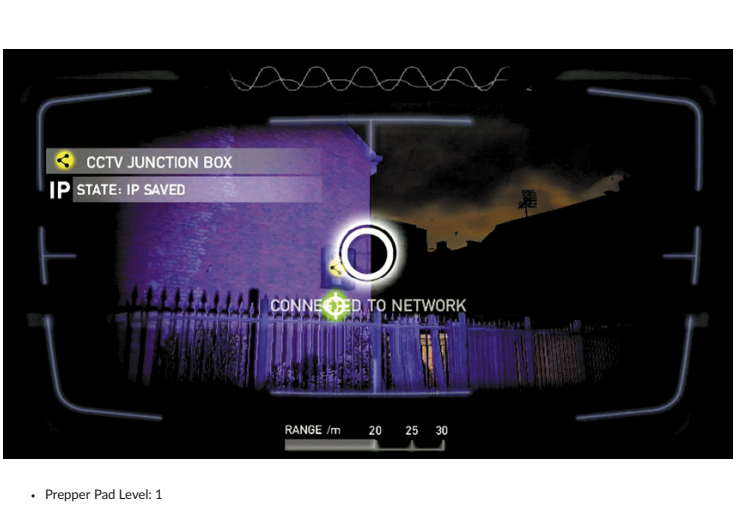
- Prepper Pad Level: 1
- Features: Scanner
- Upgrade 1: Short-range scanning (20 meters)
- How Upgraded?: Available immediately



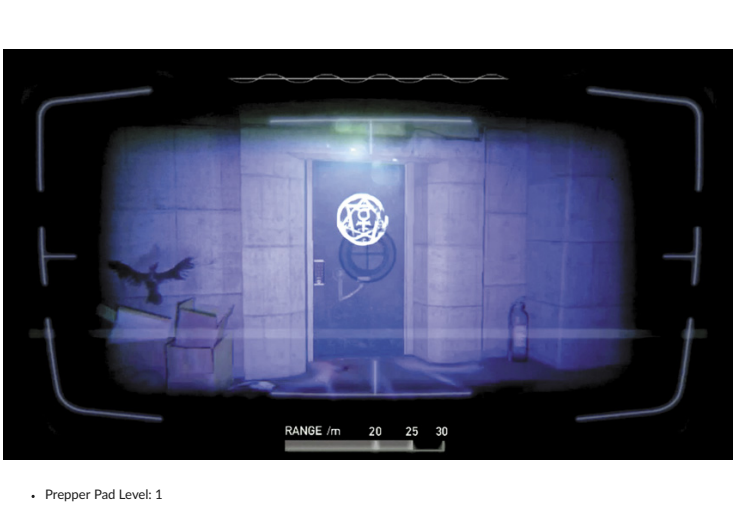
- Prepper Pad Level:1
- Features: Scanner
- Upgrade 2: Object scanning ("Analyzing")
- How Upgraded?: Available immediately



- Prepper Pad Level: 1
- Features: Scanner
- Upgrade 3: Object tagging
- How Upgraded?: Available immediately

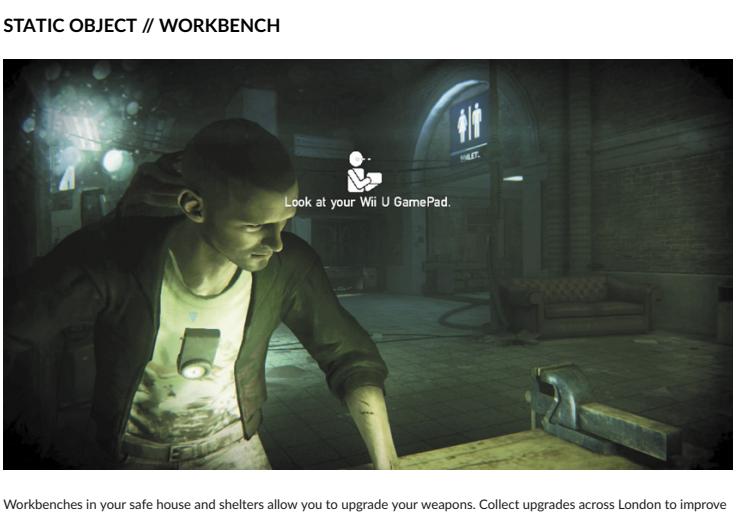


- Prepper Pad Level: 1
- Features: Scanner
- Upgrade 4: CCTV Junction Box hacking
- How Upgraded?: Available immediately



- Prepper Pad Level: 1
- Features: Scanner
- Upgrade 5: Black Light Utilization
- How Upgraded?: Available immediately
- Map Upgrade 1: Smart Map. In the center of the Pad is a map of the Safe House, with the level you're on to the right.
- Map Upgrade 2: Whenever an objective is active, it appears on your Smart Map. You can use the map to locate and move toward the objective. Manually scroll (using your fingers) the Smart Map to show the entire area, if the map is bigger than your Pad screen.
- Map Upgrade 3: Hit the Radar button and a circular sonar pulse is emitted, showing the locations of any creations (either Infected or animals) in your vicinity. Use the radar again once the button has refilled.
- Scanner Upgrade 1: Short-range scanning (20 meters). Stand and make a slow, 360-degree sweep of every area you enter, assuming you're not being attacked. Any objects of interest show up as white dots. The objective shows up as a glowing crosshair.
- Scanner Upgrade 2: Object Scanner capabilities. When you find an object, scan it to see exactly what it is. Hit the "Analyze" button appearing in the top-right corner of your Pad, and aim your Pad at the object. After scanning is complete, you receive information on the object (usually it's a door and whether it is accessible, a piece of scenery to search for items, or a creature to avoid or defeat). The object is now "tagged."
- Scanner Upgrade 3: Object Tagging. Once you've scanned all the objects in your immediate area, you can see they've been "tagged." They now appear as a specific icon on your Smart Map and your main screen. For example, doors appear as orange icons.
- Scanner Upgrade 4: CCTV Hacking. The scanning functionality of this Prepper Pad is also used to hack into London's CCTV (Closed Circuit Television) systems. You can't do this yet. See page 27 of the "Hardware" chapter if you want to see the first time this occurs.
- Scanner Upgrade 5: Black light utilization. You'll notice this scanner gives off a strange purple glow. This "black light" can pick up hidden messages and symbols, if shone at the correct location. There are none currently.
- The Prepper Pad does not receive any further upgrades until Mission 06. However, it has more functionality when you locate your first BOB Backpack.

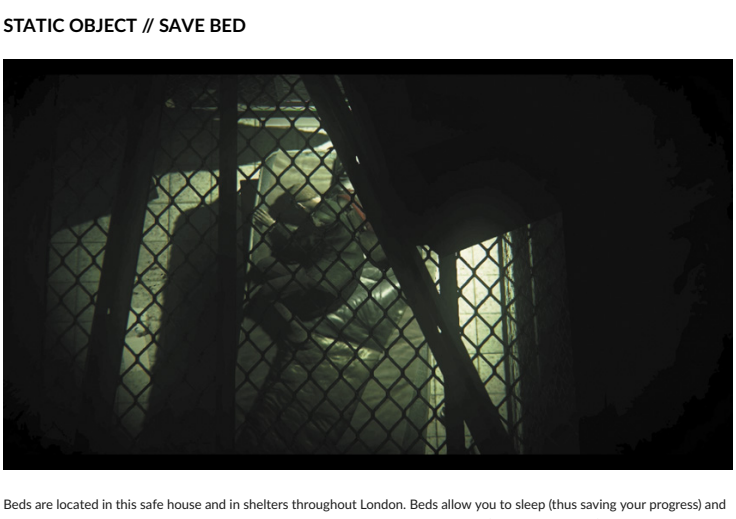
STATIC OBJECT // WORKBENCH



Look at your Wii U GamePad.

Workbenches in your safe house and shelters allow you to upgrade your weapons. Collect upgrades across London to improve firearm attributes. The variety of upgrades you can make to your weapons is showcased in the "Hardware" section. There are currently no upgrades available in your immediate vicinity.

STATIC OBJECT // SAVE BED



Beds are located in this safe house and in shelters throughout London. Beds allow you to sleep (thus saving your progress) and restore all health loss. The latter is most important; you can break off from a mission (where appropriate), return to sleep, and head back fully refreshed, at almost any time, instead of using up all your health items!

STATIC OBJECT // SAFE HOUSE CHEST

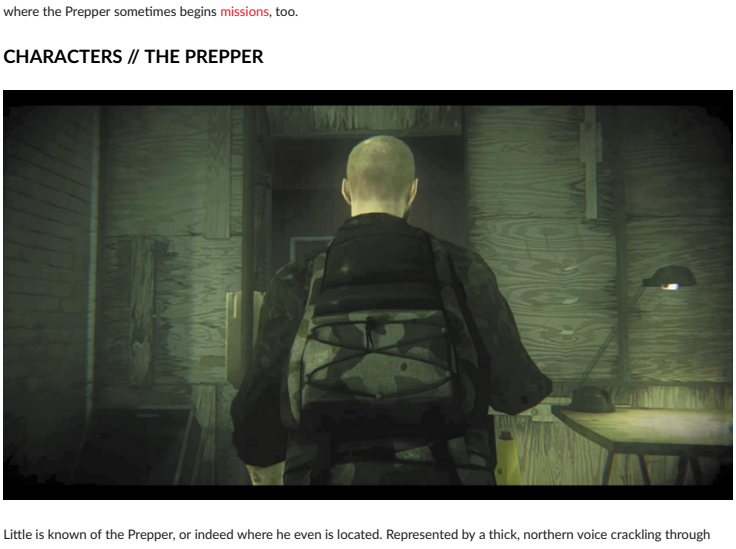
Also known as the "Container," this offers a sizable hold for all items you carry. Place in this massive box any items you don't want in your holsters or backpack, items for future Survivors (so you can begin with more than the pistol and bullets your second Survivor has), and health, weapons, and anything else you'll get back to later into your missions.

STATIC OBJECT // CCTV MONITOR ARRAY

Time for your first field trip, those cameras won't fix themselves and you need to do a little shopping.

Once hacked, CCTV Junction Boxes will give you eyes all over London, providing vital intel about weapons and available loot. Consult this CCTV monitor array to plan ahead! You receive information about locations where the CCTV hubs have been hacked. Then you can return to previously explored areas to gather more supplies and important items. This set of monitors is where the Prepper sometimes begins missions, too.

CHARACTERS // THE PREPPER



Little is known of the Prepper, or indeed where he even is located. Represented by a thick, northern voice crackling through the speakers of your Pad, the Prepper is an ex-military man and professes to be a member of the Royal Signals. Classified information mentions he was part of a team put together to evacuate senior members of the royal family, but this hasn't been corroborated. His first name is rumored to be "John."

Activate the generator	
Danger Level:	● ○ ○ ○ ○

- Objective Marker: Yes
- Survivor Score: 10
- Special Instructions: This can be skipped.

After the Prepper introduces you to your new toy, he recommends you make a quick search of the immediate area and sort out the lights. There's a generator in the restroom (it is the green crosshairs on your Smart Map). As both the mesh doors require a keycard to open, oblige your new friend and locate the generator [2] in the restroom (you can climb across a small barricade or head through a short crumbling tunnel to reach it). Activate it, and the place becomes a lot brighter.

Tip

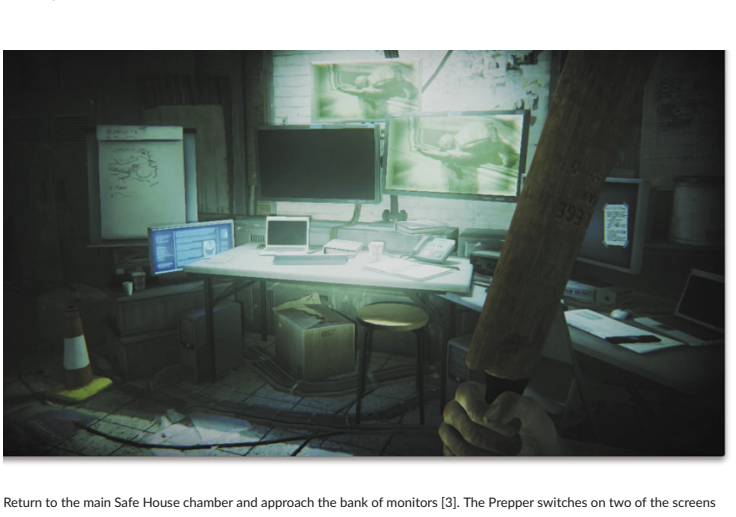
Be aware of how bright your locations are, and turn off the flashlight if you can see just as well in the gloom.

SAFE HOUSE SCAVENGE

Get Mission Brief

Find the previous survivor	
Danger Level:	● ○ ○ ○ ○

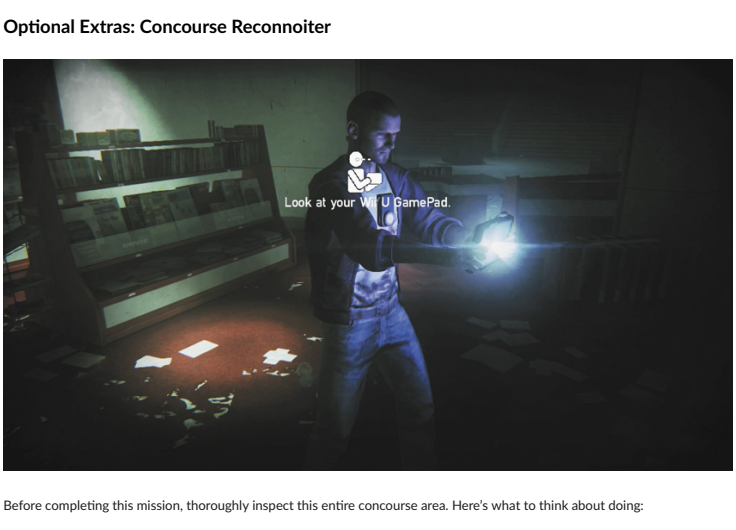
- Objective Marker: Yes
- Survivor Score: 10, 20
- Special Instructions: None



Return to the main Safe House chamber and approach the bank of monitors [3]. The Prepper switches on two of the screens and reveals what happened to the last person he tried to help. This mindless Infected beast went outside without the Pad and succumbed to zombification! However, he's carrying a backpack known as a BOB (or "Bug-Out Bag"). You need it, and what it contains.

The mesh door to the left (that required a keycard to open) unlocks. Head out into the tube station concourse. Look to your Smart Map, using the radar to check for entities (the only red dot appearing on the map is the trapped Survivor). You're heading for the Travel Rail store [4] with a half-open shutter and closed door. Enter via the door or by sliding under the shutter.

Optional Extras: Concourse Reconnoiter



Look at your Wii U GamePad

Before completing this mission, thoroughly inspect this entire concourse area. Here's what to think about doing:

- Figure out and memorize routes to take from the main steps near the travel store to the Safe House.
- Learn these routes with and without your flashlight to guide you. This location is later overrun by the Infected, and it becomes critical to keep moving and stay away from dead ends.
- Study the Smart Map of this area and scan all of it. There are four separate rooms, including the travel store. There's a storage area, a newsdealer, and a rent-a-car store.
- All the structures have doors, broken windows to climb over (and for zombies to climb over too!), and open entrances to slide under (and for zombies to crawl under!). Think about which ones would be good to defend from.
- There are planks to find throughout this area. Although you don't have a hammer yet (with which to reinforce the doors), you can pick up the planks and drop them near a door you want to barricade.

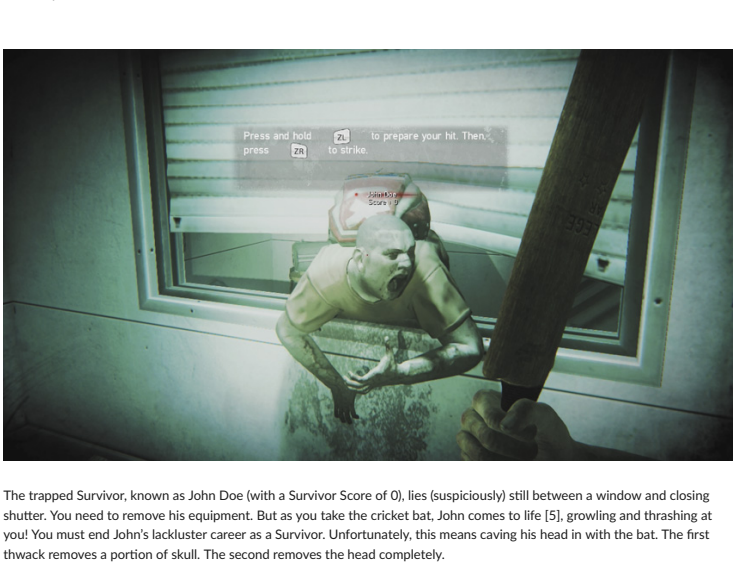
A NASTY BUSINESS

Pick up the cricket bat

Kill the Infected

Equip your Bug Out Bag	
Danger Level:	● ○ ○ ○ ○

- Objective Marker: Yes
- Survivor Score: 10, 20, 10
- Special Instructions: None



The trapped Survivor, known as John Doe (with a Survivor Score of 0), lies (suspiciously) still between a window and closing shutter. You need to remove his equipment. But as you take the cricket bat, John comes to life [5], growling and thrashing at you! You must end John's lackluster career as a Survivor. Unfortunately, this means caving his head in with the bat. The first thwack removes a portion of skull. The second removes the head completely.

Your prize for this bludgeoning bloodshed is John's BOB. Remove the backpack and put it on. You now have several new items to inspect and menus to cycle through on your Prepper Pad.

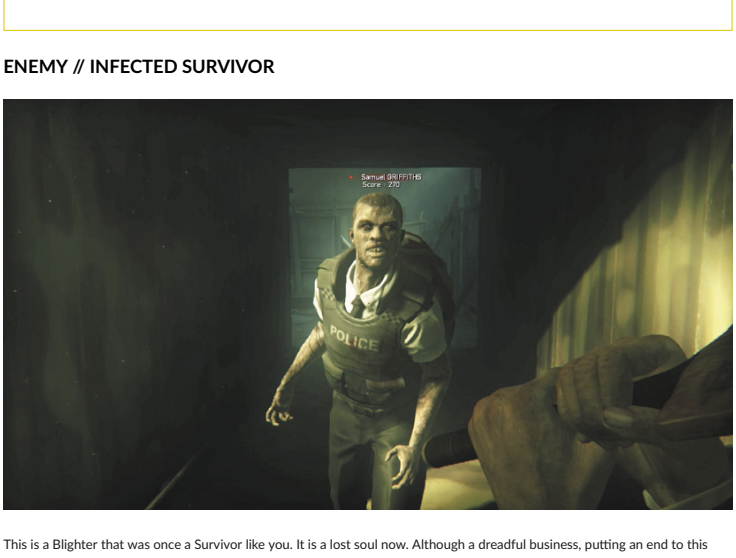
Tip

Press and hold ZL to prepare your hit. Then press ZR to strike. It's important to time your strikes when you encounter more mobile Infected. For now, this is a handy killing implement as you acquire more weapons and ammunition.

Note

The Prepper thinks of this as an unspoken agreement between Survivors. If you got infected, wouldn't you want someone to do the same for you? This won't be the first time you take out a Survivor....

ENEMY // INFECTED SURVIVOR



This is a Blighter that was once a Survivor like you. It is a lost soul now. Although a dreadful business, putting an end to this floundering beast's misery is the only humane option. Especially as it is carrying a backpack you so desperately need....

WEAPON // CRICKET BAT

"Go on. Pick up the Cricket Bat. Don't be squeamish. Then knock those Infected for six."

For tactical notes on this weapon, refer to page 35.

WEAPON // L9A1 PISTOL (8 BULLETS)

"This is a Browning Hi-Power, one of the most reliable handguns in the world. It won't let you down."

For tactical notes on this weapon, refer to page 39.

ITEM // HANDGUN AMMO (9 BULLETS)

Ammunition used for the L9A1 Browning and HK P226.

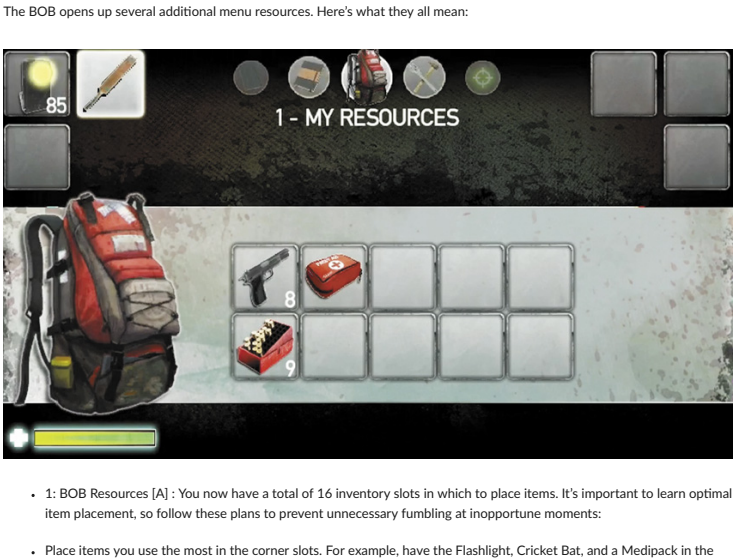
ITEM // MEDIUM MEDIPACK

- Effect: Hit Points (HP) +40%

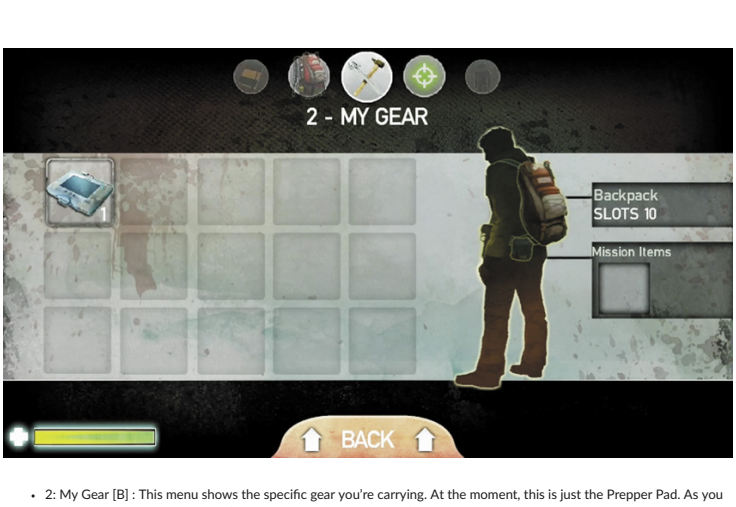
Essential pain-killers and bandages.

GEAR // BOB (BUG-OUT BAG Backpack)

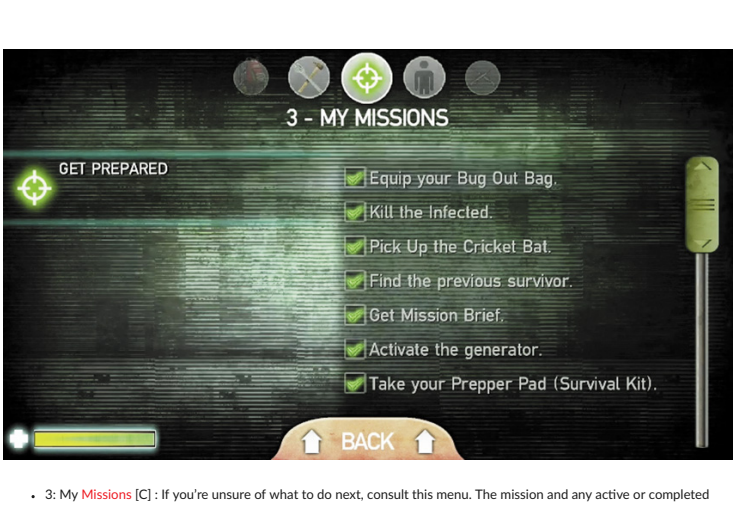
Your Prepper Pad updates: You can now switch between your Smart Map and BOB by swiping up and down on the GamePad. The BOB opens up several additional menu resources. Here's what they all mean:



- 1: BOB Resources [A] : You now have a total of 16 inventory slots in which to place items. It's important to learn optimal item placement, so follow these plans to prevent unnecessary fumbling at inopportune moments:
- Place items you use the most in the corner slots. For example, have the Flashlight, Cricket Bat, and a Medipack in the top-left slot cluster, and your Pistol in the right.
- Weapons are important, because you need to quickly switch between them as you engage in more difficult combat situations. For example, don't place your pistol in your BOB inventory slots; it takes far too long to grab and use it, and you'll be eaten alive by then!
- Health-restoring items are important, too, although you only have one Medipack at the moment. As you progress, have one or two open slots for food or medicine.
- Ammunition, planks, and other items are not worth placing in the corner slot clusters, as you automatically use them from your BOB when the need arises (e.g., as you reload your pistol). The only reason to keep ammo viewable at all times is if you want a specific count of how many bullets you have left.
- Remember to discard any items you don't want or wish to return to grab at a later date by dropping them from either slot cluster or the BOB. It's also a good idea to gather items, return to the Safe House, and deposit anything you aren't using right now in the Container (detailed previously).



- 2: My Gear [B] : This menu shows the specific gear you're carrying. At the moment, this is just the Prepper Pad. As you progress, this fills up with items (including mission-specific ones). Click over each time for more information. Any equipment flagged as "Gear" in this guide usually resides here.



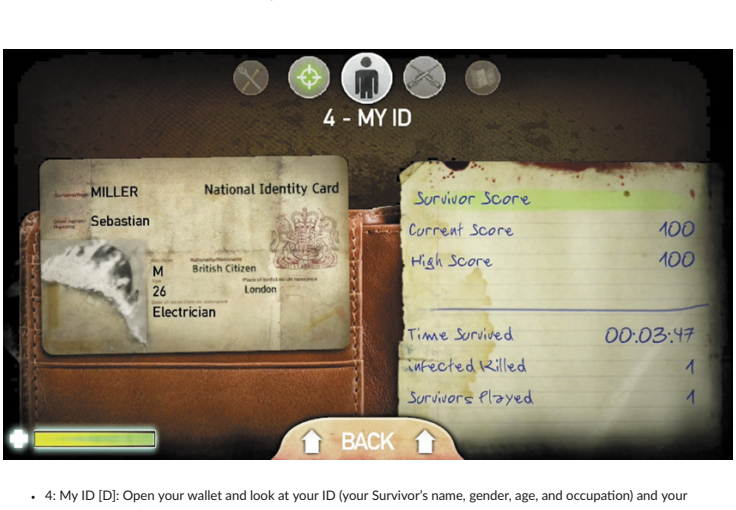
3 - MY MISSIONS

GET PREPARED

- Equip your Bug Out Bag.
- Kill the Infected.
- Pick Up the Cricket Bat.
- Find the previous survivor.
- Get Mission Brief.
- Activate the generator.
- Take your Prepper Pad (Survival Kit).

BACK

- 3: My Missions [C] : If you're unsure of what to do next, consult this menu. The mission and any active or completed objectives are shown here. Objectives are added as you are given them. This information is also present in this guide, in the "Mission Overview" section of every mission.



4 - MY ID

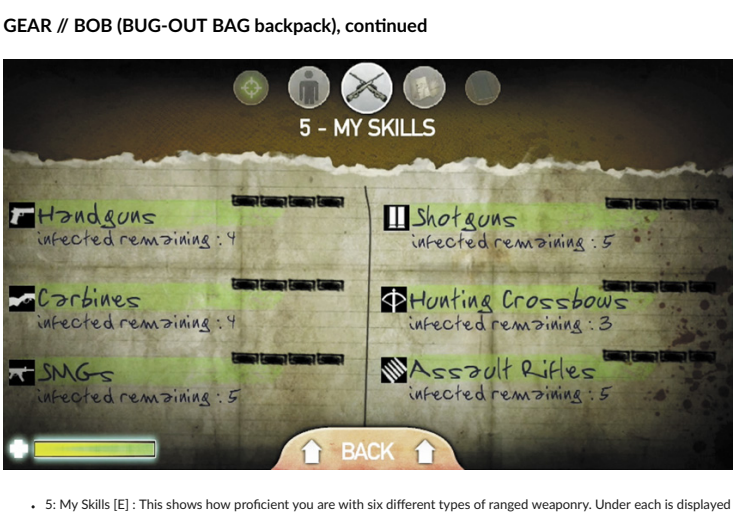
MILLER
Sebastian
National Identity Card
M
26
Electrician
British Citizen
London

Survivor Score	
Current Score	100
High Score	100
Time Survived	00:03:47
Infected Killed	1
Survivors Played	1

BACK

- 4: My ID [D]: Open your wallet and look at your ID (your Survivor's name, gender, age, and occupation) and your Survivor Scores (these are listed throughout the walkthrough), Time Survived, Infected Killed, and Survivors Played.

GEAR // BOB (BUG-OUT BAG backpack), continued



5 - MY SKILLS

Handguns
infected remaining : 4

Shotguns
infected remaining : 5

Carbines
infected remaining : 4

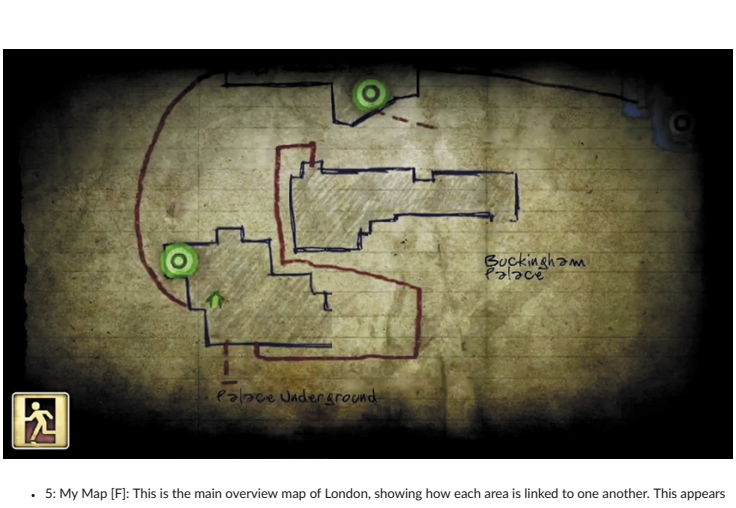
Hunting Crossbows
infected remaining : 3

SMGs
infected remaining : 5

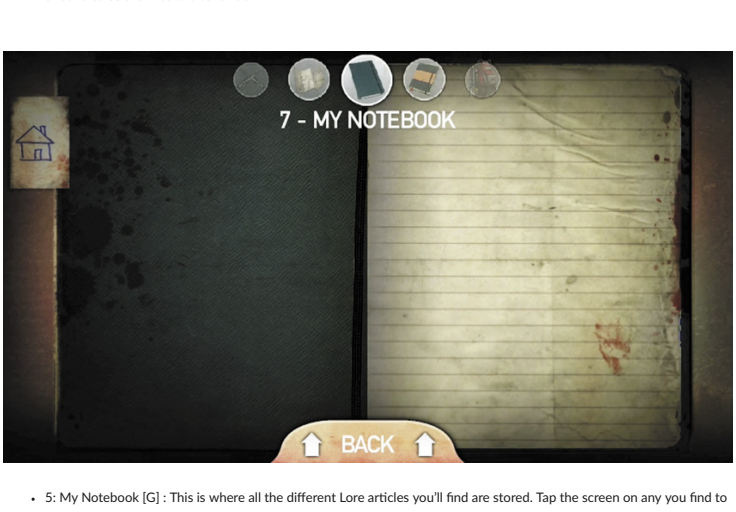
Assault Rifles
infected remaining : 5

BACK

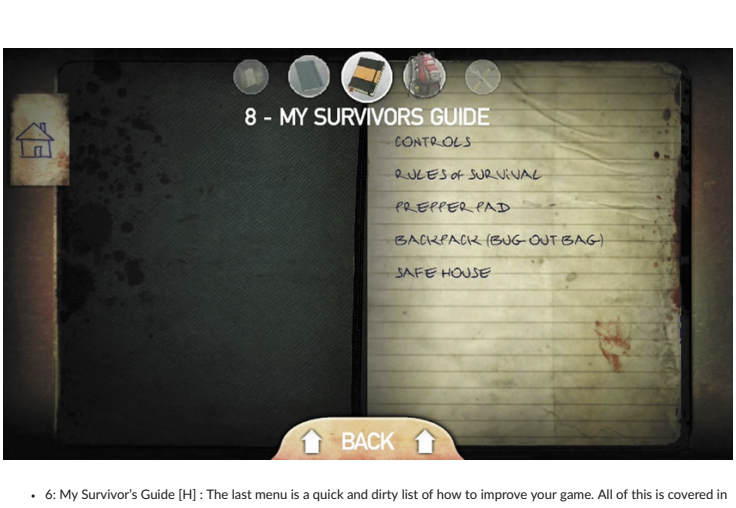
- 5: My Skills [E] : This shows how proficient you are with six different types of ranged weaponry. Under each is displayed the number of Infected you need to kill to increase your Skill. How proficiency affects your competency is explained on page 48.



- 5: My Map [F]: This is the main overview map of London, showing how each area is linked to one another. This appears when you find shortcuts between locations. At the moment, only the Safe House is visible. Other locations are uncovered as the missions continue.



- 5: My Notebook [G] : This is where all the different Lore articles you'll find are stored. Tap the screen on any you find to reach more about the "Blight" affecting the British Isles.



8 - MY SURVIVORS GUIDE

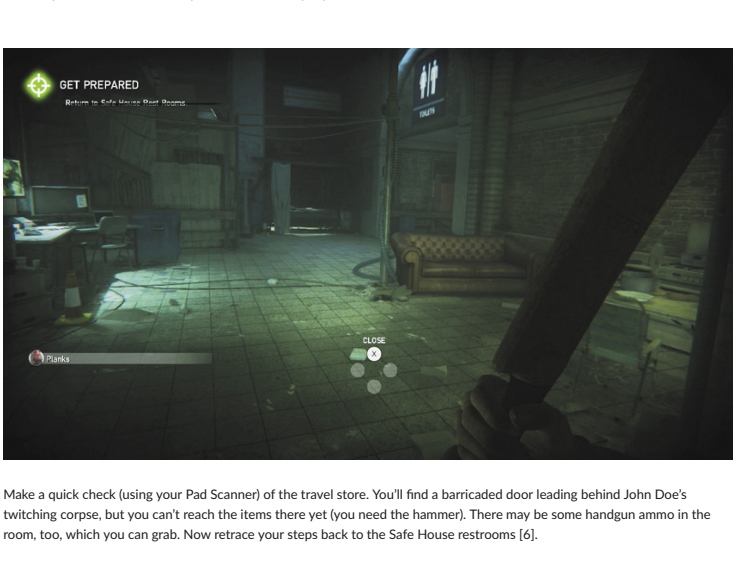
CONTROLS
RULES of SURVIVAL
PREPPER PAD
BACKPACK (BUG-OUT BAG)
SAFE HOUSE

BACK

- 6: My Survivor's Guide [H] : The last menu is a quick and dirty list of how to improve your game. All of this is covered in much greater detail in the "Training" chapter, starting on page 8.

Return to Safe House restrooms	
Danger Level:	● ○ ○ ○ ○

- Objective Marker: Yes
- Survivor Score: 10
- Special Instructions: Completed automatically if you die.



GET PREPARED
Return to Safe House Rest Rooms

Make a quick check (using your Pad Scanner) of the travel store. You'll find a barricaded door leading behind John Doe's twitching corpse, but you can't reach the items there yet (you need the hammer). There may be some handgun ammo in the room, too, which you can grab. Now retrace your steps back to the Safe House restrooms [6].

Note

Unless otherwise stated, ammunition, health items, and projectiles are randomly strewn in every location you visit. These can't be tracked by this guide; only items guaranteed to be at a location are flagged. However, you are encouraged to scan every new chamber you visit to obtain any items you need.

Lore: The Ravens of Dee

This Safe House is the Prepper's handiwork. A long time ago, he teamed up with "a bunch of no-hopers" called the Ravens of Dee. He helped them fortify places like the Safe House, because they knew the Infection was coming.

Tip

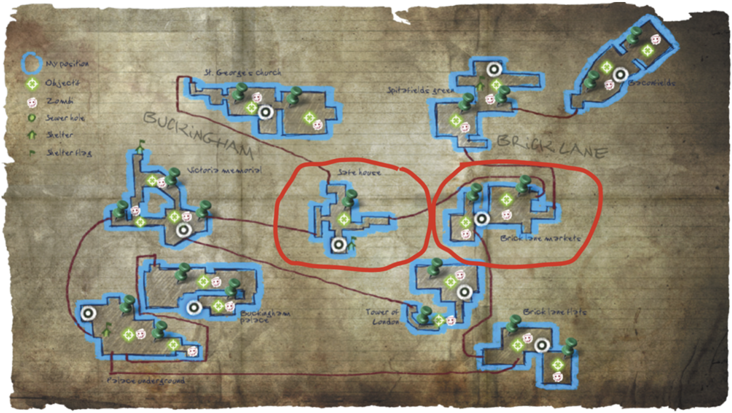
Mission 01 is complete. Sleep to save your game and recover all health before continuing.

- Mission 01 Completed: Maximum Survivor Score: +100

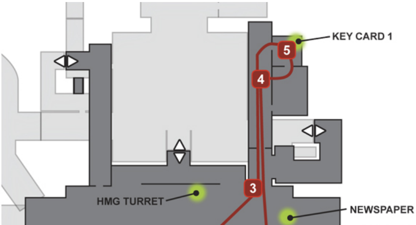
Missions

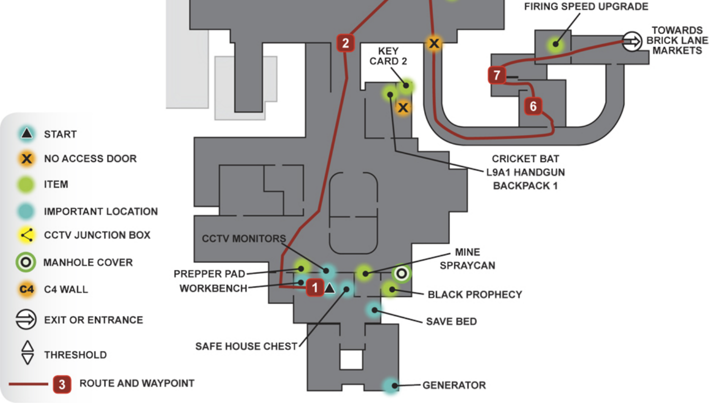
Mission 02

Scan 2 CCTV Junction Boxes in Supermarket Area

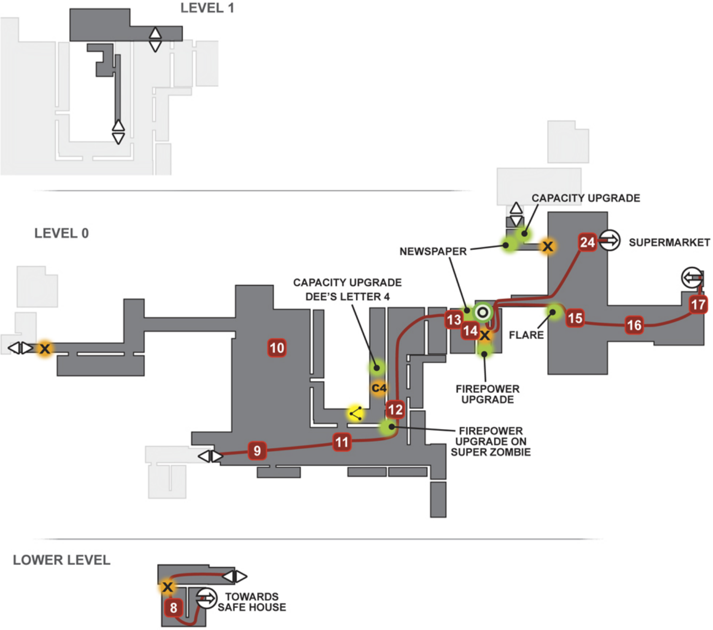


Location: Safe House

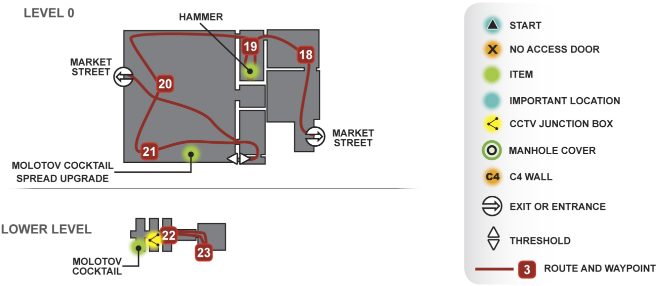




- Locations: Brick Lane Markets



- Locations: Brick Lane Supermarket



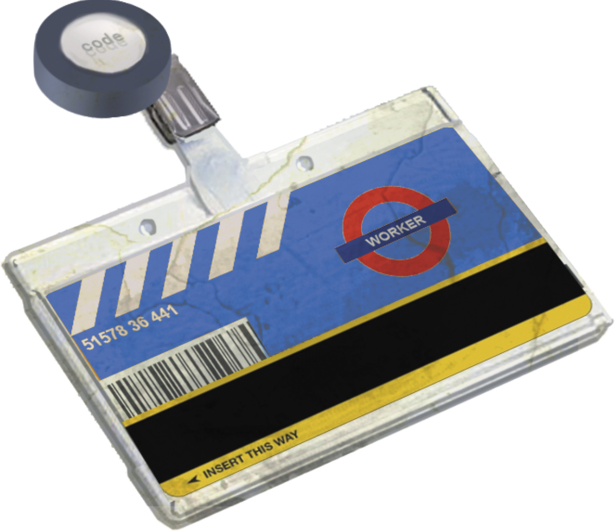
Overview

You've been cocooned here for long enough. The Prepper reckons it's time you need to venture farther afield. In order to widen his (and your) eyes across London, you have a little hack job planned. You need to find a badge pass allowing access into Brick Lane Markets. Once there, be on the lookout for a CCTV Junction Box—the first of many to hack so your Prepper Pad receives an accurate Smart Map. The second box is in a nearby supermarket and is trickier to find. With both boxes scanned, hot-foot it back before the Infected figure out you're both dangerous and delicious.

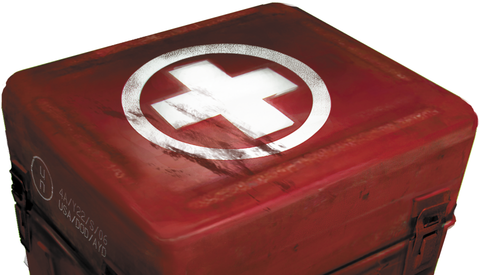
Objectives

- Objective 1: Get Mission Brief.
- Objective 2: Reach Brick Lane Markets.
- Objective 3: Find Badge Pass.
- Objective 4: Reach Brick Lane Markets (continued).
- Objective 5: Scan the first CCTV Junction Box.
- Objective 6: Open the shortcut to the Safe House.
- Objective 7: Get inside the supermarket.
- Objective 8: Scan the second CCTV Junction Box.
- Objective 9: Take hammer.
- Objective 10: Scan the second CCTV Junction Box (continued).
- Objective 11: Return to Safe House restrooms.

Important Items

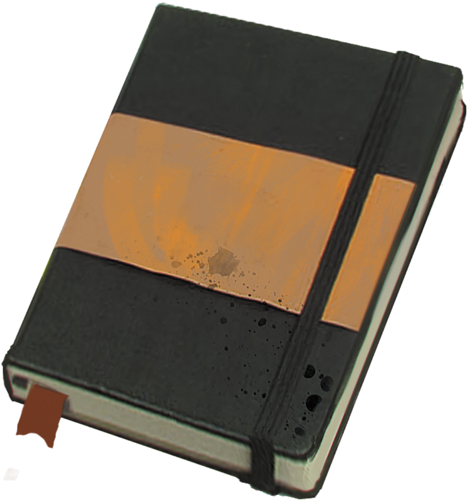


Key Card

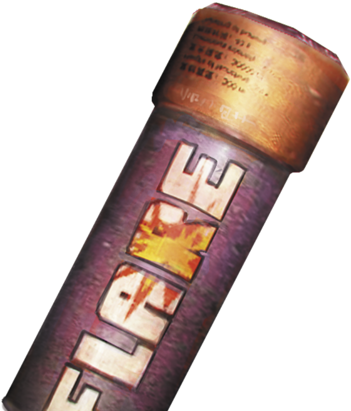


Large Medipack

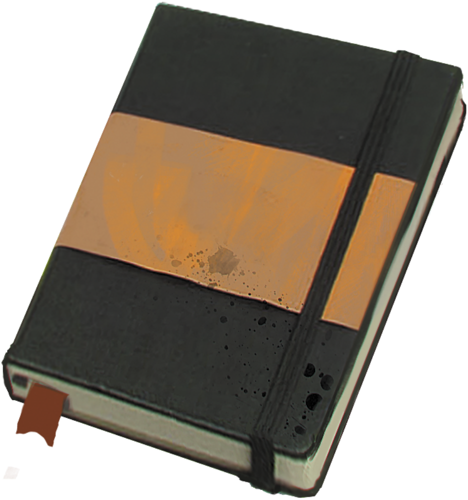
Upgrade: Firing Speed



Newspaper #1



Flare



Newspaper #2

Hammer

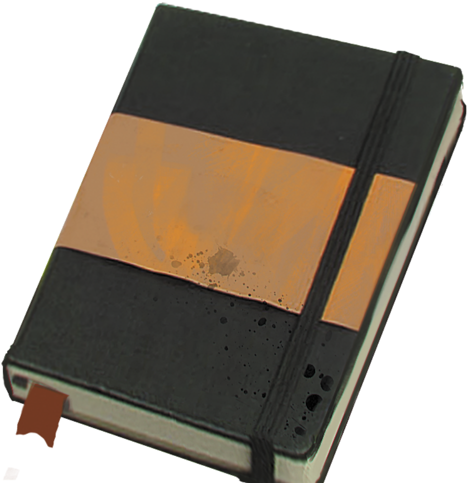
Upgrade: Spread

ORIGIN
FOREIGN EXT

17
LONDON KING
ST PATRICK'S GATE
IMPORTED

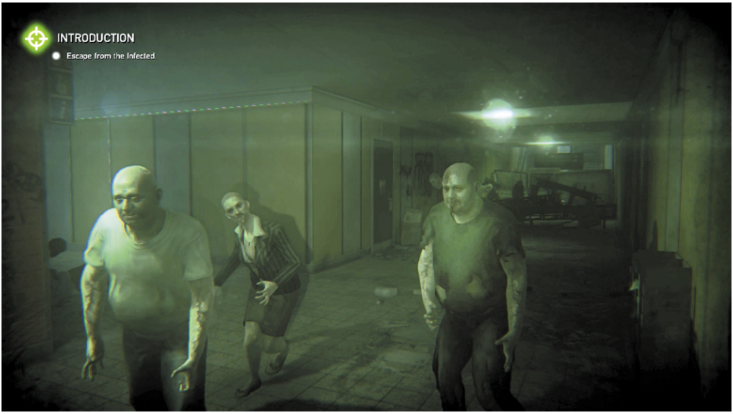
Molotov Cocktail

Spray Can

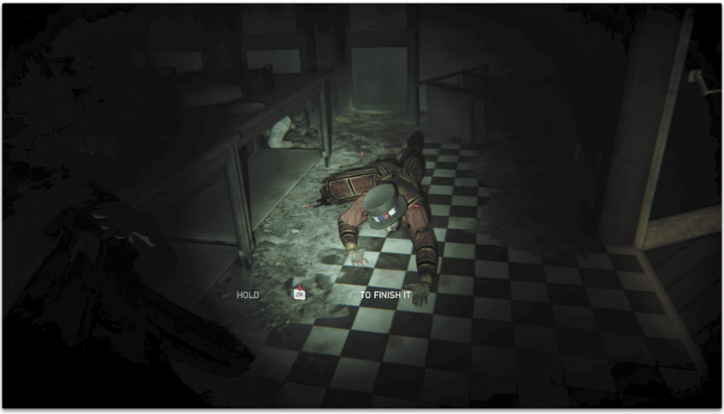


Black Prophecy #1

Enemy Appearances



Blighter



Crawler

AMBULANCE EMERGENCY
0001 222 221

Screamer

Mezzanine Massacre

Objective 1: Get Mission Brief

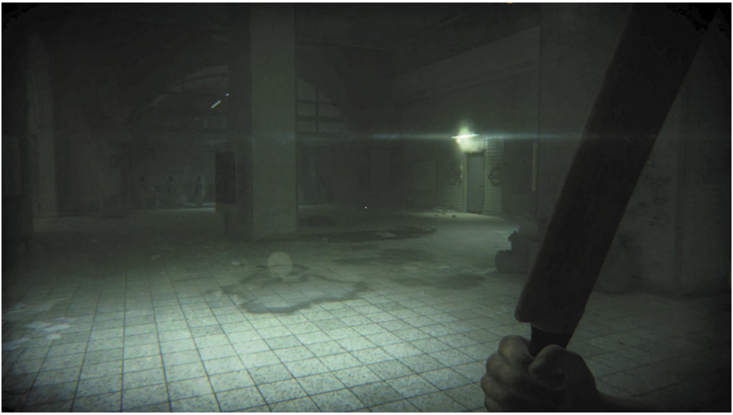
Objective 2: Reach Brick Lane Markets	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 20, 0
- Special Instructions: None

After recovering your health and saving your game with a sleep on the mattress, approach the monitors [1] and watch the screens, which show CCTV (closed-circuit television) footage of the Brick Lane area of London. The Prepper tells you these CCTV cameras are all over London. The one you're looking at is from a supermarket, and you need to use these cameras: "the more eyes you have the better." The Prepper's time at the Royal Signals taught him about hacking so-called secure comms. You're to "fix" the cameras in the Brick Lane Supermarket area, and try a little shopping for handy items.

Lore: The Royal Signals

Formed in 1870, the Royal Corps of Signals is a combat support group within the British Army. During battlefield conditions, they usually scout an area first, before providing information and communication systems vital to tactical operations.



You should have implicit knowledge of the tube concourse outside the Safe House; follow the Objective Marker and head up the steps past the travel store. The Prepper raises the shutters, allowing you to explore the mezzanine section of the Safe House. Step through onto the tiled upper concourse [2], with a low mezzanine wall ahead of you, and begin a methodical exploration.

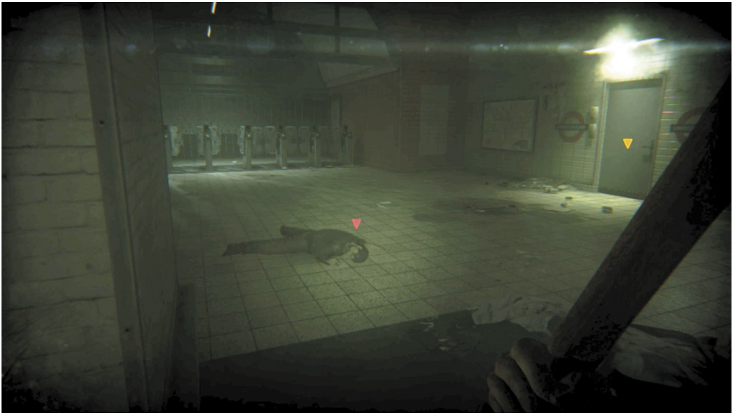
SMART MAP: OBJECTIVE MARKER UPDATED!

Tip

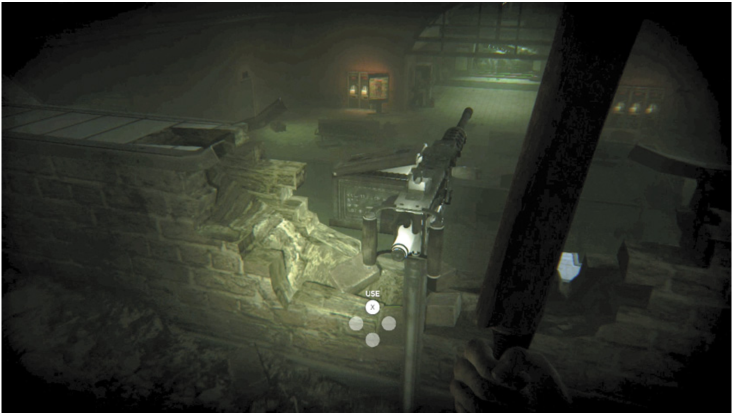
Look for your Smart Map's Objective Markers to update as you complete objectives throughout every mission so you know where you're going.

Optional Extras: Mezzanine Reconnoiter

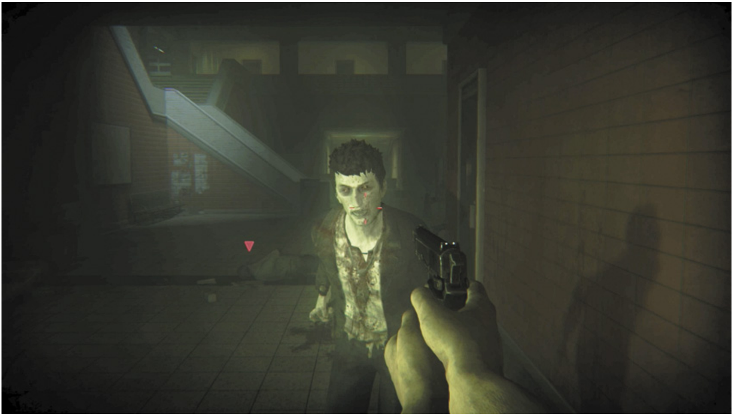
Although not imperative, it's worth your while if you bring out your environmental scanner and make a thorough inspection over the entire mezzanine area before continuing the critical path. Check the following:



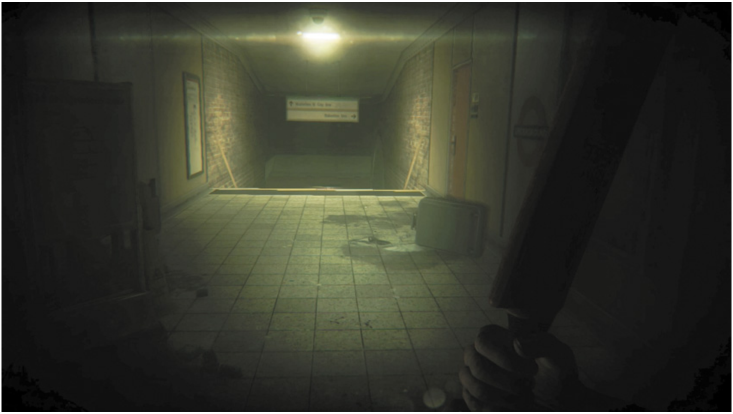
- Upper Concourse: There are corpses of the dead scattered across the concourse. Usually they have no items. Scan them to check this, and ensure they aren't dead. You can bring your cricket bat down on their head to ensure they never rise again, but this isn't necessary unless you enjoy spilling blood and brains.



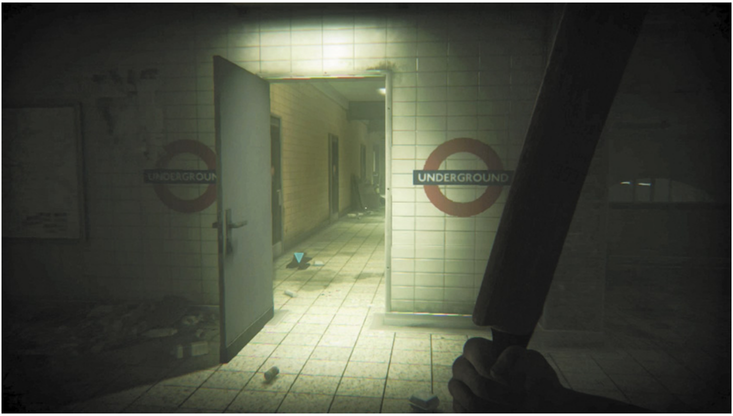
- M2 Machine-Gun Turret: You can access and fire this (attracting all the Infected currently at this location). This isn't necessary or wise.



- Lower Mezzanine: Accessed via the main steps below the machine-gun turret or by the side steps, this area has two Blighters roaming about. They don't see you, and one heads up the side steps as you attack the other enemy at the objective location. Defeat them now if you wish, and scan the area for minor items.



- Tube Platform Stairs: The opposite side of the lower mezzanine has main stairs down to a tube platform, but the corridors and door are sealed. Stay upstairs and access a red-lit storage room with planks on the floor, a ladder up to the left balcony, and a low duct to crawl through. This leads to a second storage room, with a barred door you can open. This takes you into the lower mezzanine.



- Left Balcony: This leads to a door through which is a ladder down to the tube platform stairs and the red-lit storage room. More planks are located on this balcony.

Weapon // M2 Turret

“The military brought these in for crowd control. And you saw what happened to them...”

This is only necessary to use if you revisit this section of the Safe House and multiple Infected are present on the lower mezzanine.

UNDERGROUND
UNDERGROUND

Stay on the upper area [3], and locate the door indicated on your Smart Map (to the right of the shutters you just slid under). Try to open the door; it needs a keycard. The Prepper reckons there's one somewhere in the station and urges you to scan the area for it. Check any other debris (such as the nearby suitcase) for items, and don't forget to pick up the first of your Notebook Additions: a newspaper close to one of the corpses.

Objective 3: Find Badge Pass

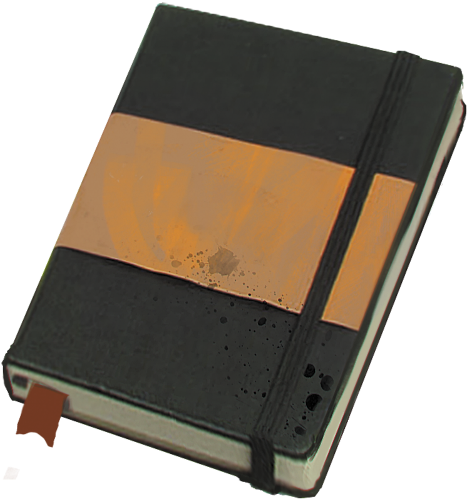
Danger Level:	● ● ○ ○ ○

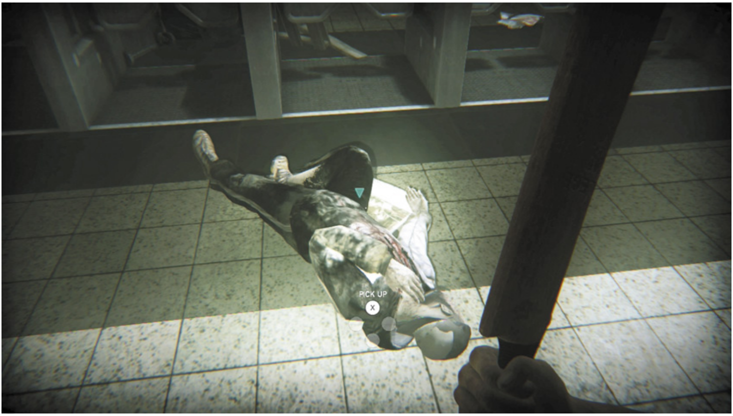
- Objective Marker: Yes
- Survivor Score: 20
- Special Instructions: None

Tip

If you haven't used your Prepper Pad's environmental scanner before, simply lift your Wii U GamePad and hold to use it. Make slow, 360-degree sweeps. Remember that you're completely open to attack while you're scanning, although currently the threat is minimal.

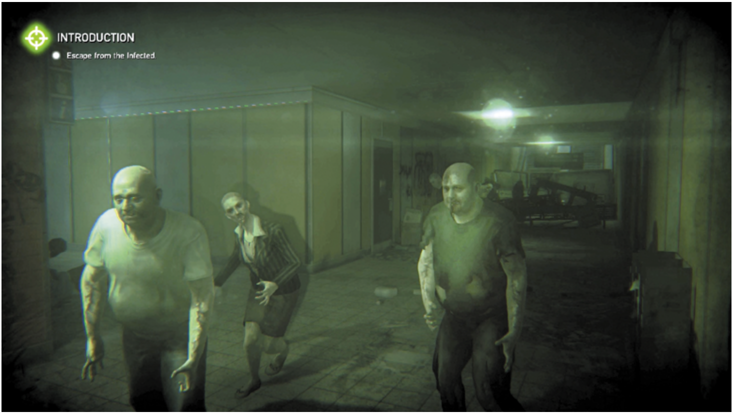
Notebook Addition // Newspapers (1/7)



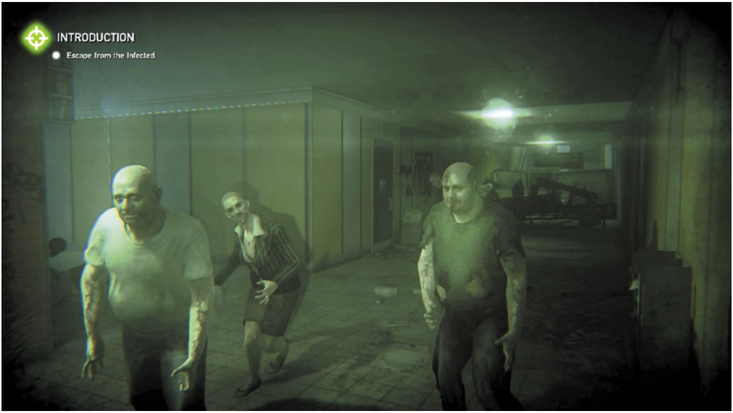


Safe House: Located near a corpse by the turnstiles, on the upper mezzanine concourse.

Incoming Infected

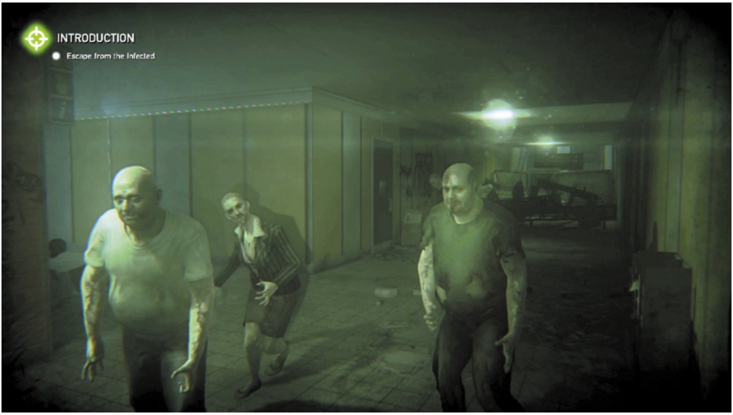


Safe House (lower mezzanine): Blighter (2)



Safe House (right balcony): Blighter

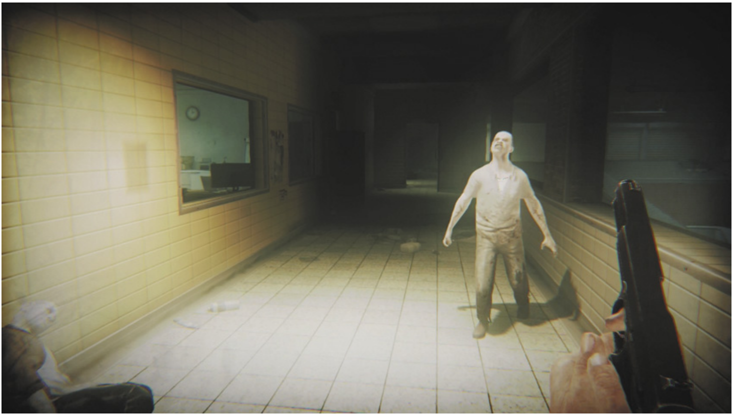
Enemy // Blighter



These recently infected Londoners move at slow to medium pace and were once commuters, shopkeepers, and police officers. You must now avoid or dispatch them. They usually take two cricket bat bludgeons to the head, or one to two pistol shots to drop, assuming you're aiming at the head. Severing arms means they aren't able to grab and overwhelm you, but this wastes time and ammunition. You can also aim at their legs, dropping them to a crawl, after which you can execute a head stomp.

Tip

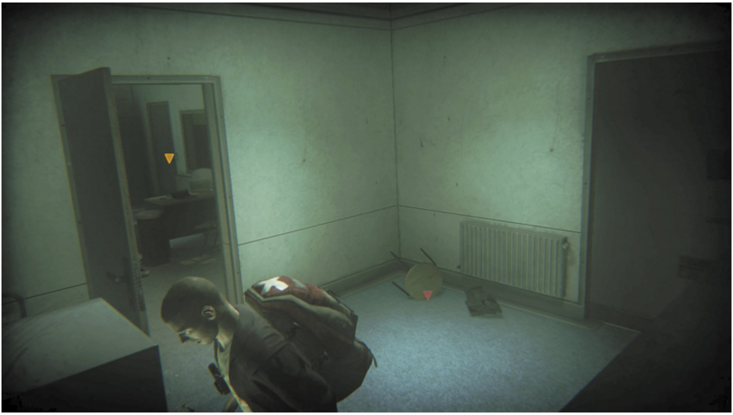
While attacking the Infected here, and until further notice, it's wise to rely on your cricket bat to conserve ammunition.



When you're ready, open the door near the side stairs, and step into the right balcony area. Ahead is a slumped corpse (he's usually dead), and an office to the right with smashed windows and a waiting Infected to fight [4]. You can:

- Keep quiet (no previous zombies must have been slain), as the Infected is looking away from you. Aim your pistol, and take it down with a single headshot.
- Use the window ledge to enter the office, and fight the enemy using your cricket bat or pistol.
- Wait for the Infected to climb over the window (see pictures below) after you attract its attention, then stomp or batter it to the ground and finish with a head stomp. Or wait for it to stand, then clobber it or shoot it in the head.
- Push the cabinet on the balcony out of the way, and enter the office via the door to avoid the Infected.
- Enter via the open window, and avoid the Infected. Use quick movements and pushing to avoid being nibbled on.
- If you haven't removed the Infected threat from the lower mezzanine area, your battle attracts a second foe, heading up the side stairs. Tackle it before continuing.

The door next to the slumped corpse is locked from the other side.



Enter the office, make a quick scanning sweep for common items, then access the small storage room at the back. Check the filing cabinet and loot the keycard [5]. Move it into your BOB on your Prepper Pad before the objective updates. The nearby door is barricaded and can't be pried open yet; that's all right—it simply leads back onto the balcony.

ITEM // KEYCARD

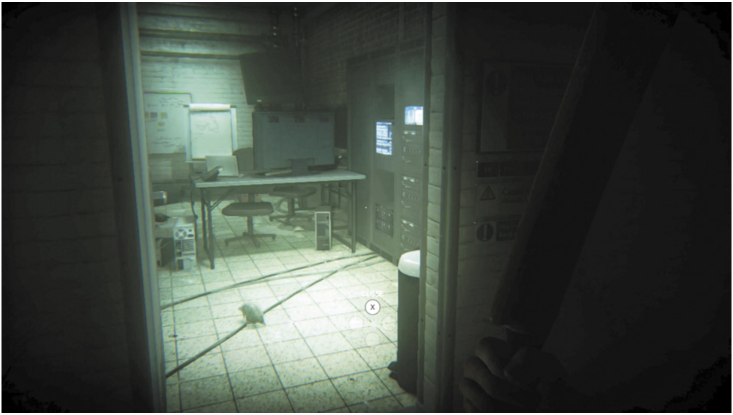
Making a Break for Brick Lane

Objective 4: Reach Brick Lane Markets (Continued)	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 10
- Special Instructions: None

Tip

Stop! Have you been wounded? Don't apply the Medipack; continue with your exploration and return to the Safe House to save just before exiting out into Brick Lane Markets. You have the opportunity to upgrade your pistol too. But first, continue through the keycard door.

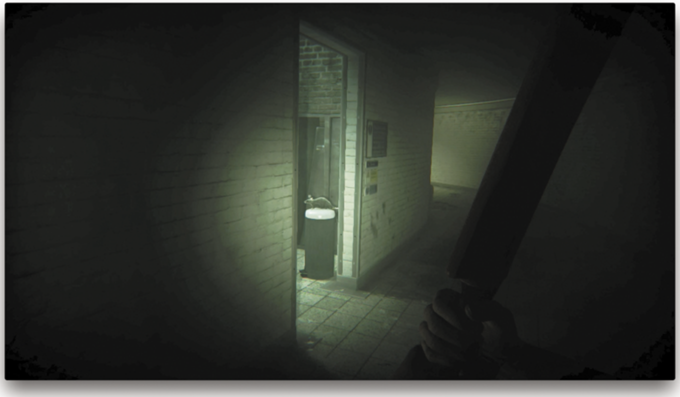


Return to the door with the keycard. It now opens, leading up some steps to a darkened corridor with an open door to your left. The corridor continues around to the exit toward Brick Lane, but inspect the computer room first [6]. Inside, you'll find a few random items and a Large Medipack that's well worth grabbing and saving for later. By now, you may have seen (or scanned) rats scurrying around the Safe House. It's best not to eat them unless you've exhausted all other forms of food!

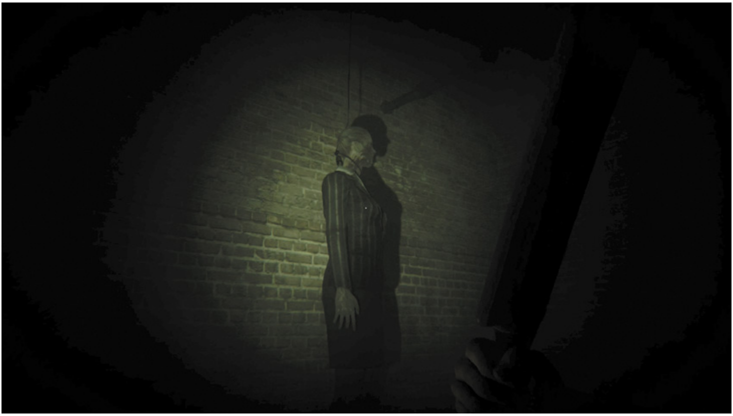
GEAR // LARGE MEDIPACK

UN
4A/Y22/S/06
USA/DOD/AYD

Animal // Rat



These appear as red dots when scanned. However, they aren't aggressive. They usually scurry for cover; shoot them before they see you or before they hide and disappear from view. Their meat can be harvested if you're desperate for food, but there's a 50 percent chance it will be rotten, causing you harm. These are the lowest priority in terms of interaction.



Open the other door in the computer room, stepping into a darkened stairwell with a hanging corpse swaying slightly in the fetid air [7]. Take your cricket bat to it, and you can knock it to the ground, searching the corpse for a possible item. This corpse is already dead. Take the ladder down to a small storage room, and scan the floor for the first of many upgrades to your weaponry; this one improves the firing-speed mechanism of any gun. Grab that before opening the door.

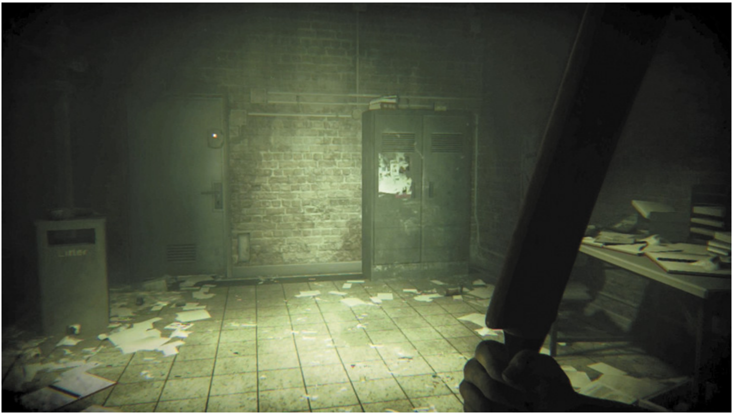
UPGRADE // FIRING SPEED

Items // Upgrades

Upgrades are add-ons and improvements to your existing weapons. Take any upgrades you find to your Safe House (or Shelter) workbench, and augment any weapon you have in your inventory, increasing its potency. A complete list of upgrades is shown in the Appendix. A complete list of statistical improvements.

You've successfully navigated the Safe House all the way to the exit door (marked with a scrawled sign). Open it, and step into the connecting chambers leading into the Brick Lane area of London.

Objective 4: Reach Brick Lane Markets (Continued)



Crouch and crawl under the toppled shelving as the Prepper talks about the historical figure John Dee. Attempt a quick scan on the other side before approaching the door with the flashing clamp on it [8]. Scan this, and the Prepper remotely hacks it for you; this takes no time at all, as the lock was installed by the Prepper himself. Head up the steps from the tube station corridor and up into Brick Lane Markets.

Tip

The Scanner lets you know when there are crates or cabinets to ransack and whether items are stored inside. This saves you from rummaging around blindly in every receptacle, leaving you exposed to Infected attacks.

Lore: John Dee—Plague Witness (Prepper commentary)

"John Dee predicted the plague, and the Great Fire of London that stopped it. And he saw plague victims in his own lifetime. He even tried to find a cure called the "Panacea." But it's a myth. You can see as well as anyone. There's no cure for this."

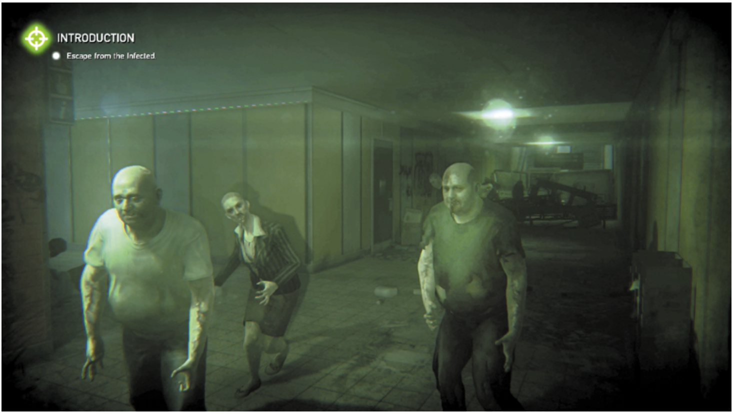
Hacking Cameras, Hacking Flesh

New Location // Brick Lane Markets (Hanbury Green)

Objective 5: Scan the first CCTV Junction Box	
Danger Level:	●●○○○

- Objective Marker: Yes
- Survivor Score: 50
- Special Instructions: None

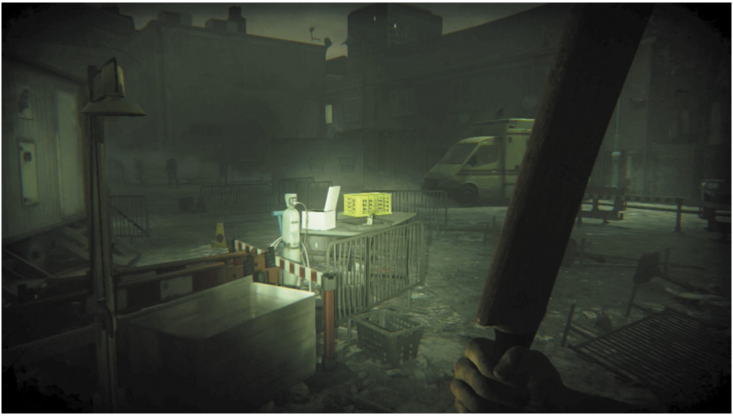
Incoming Infected



Brick Lane Markets (open area): Horde of Blighters (8)

INTRODUCTION
Escape from the Infected

Brick Lane Markets (alley to supermarket): Blighter

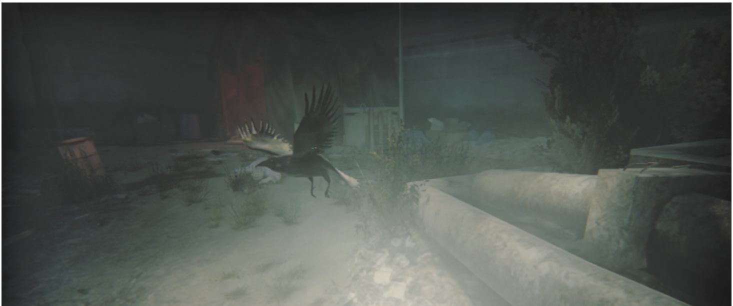


As you move into Brick Lane Markets [9], you see two hazardous infection tents have been erected at the top of the stairs. Listen to the Prepper's instructions before passing through either tent and looking around among the debris and scattered metal barricades. Grab any items you find before glancing left. There's an Infected horde nearby—fortunately it's stationary!

Tip

From this point on, scan every new chamber or section of street that you visit. There are likely to be numerous items, such as ammunition, projectiles, and health items, scattered about. Check trash bins, walls, benches, and back gardens. As many of these are randomly strewn, they aren't flagged, so ensure you check each area carefully before continuing.

Animal // Raven



These appear as red dots when scanned. However, they aren't aggressive. They usually fly away; aim and fire at them before they spot you or before they fly away from view. Their meat can be harvested if you're desperate for food, but there's a 50 percent chance it will be rotten, causing you harm. These are the lowest priority in terms of interaction.

Optional Extras: Goading the Horde

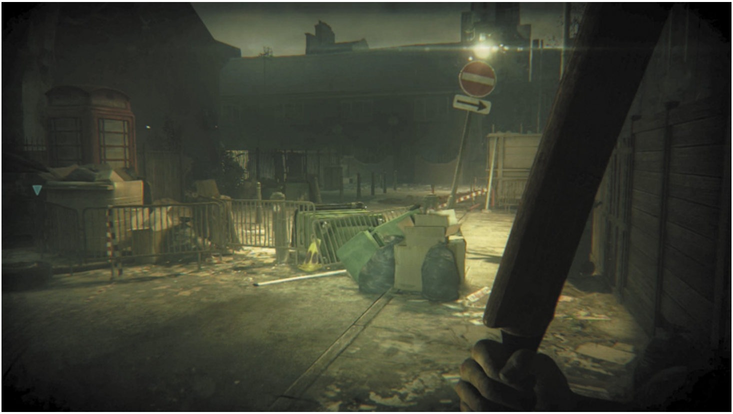
Brick Lane is quiet, aside from the horde of Infected [10] swaying near to the police car, in the open forecourt.

- Open Forecourt: Expect at least seven Infected to be milling about in this location. As you're likely to have a large collection of items, and this area isn't necessary to explore yet, simply ignore them and move on.

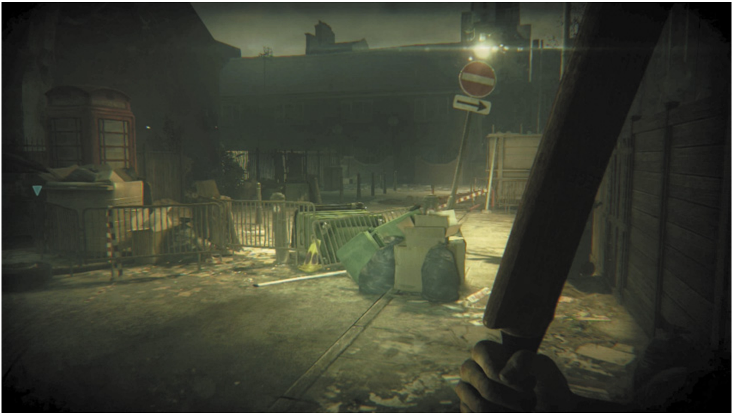
- Horde Attack Plan A: If you've picked up a grenade or Molotov cocktail from the (randomly) strewn items near the infection tents, move to the barricade and execute a well-aimed lob right into the middle of the cluster of foes. After the resulting explosion, finish off the stragglers with your pistol or bat.

- Horde Attack Plan B: Or, you can plug a couple of foes in the head with pistol fire, continue to drop Infected as they react to you, and then backtrack, using the barricades to help you from being grabbed. As the zombies flop over the barricades, batter them.

- Combination Lock Alley: There's a pedestrian tunnel to a narrow alleyway with a door at the far end. It has a combination lock you can't access yet. Aside from some scanning for items and a few more Infected encounters, there's nothing to find here.



Head toward the streetlamp near the "no entry" sign and phone booth, and stop for a moment. Aside from items you can check for in the small back gardens of the homes to your right, there's a particularly important object to look for. Attached to the corner of the row of terraced buildings to your left [11] is a CCTV Junction Box. Bring out your Prepper Pad and focus on it. Your Smart Map updates afterward.



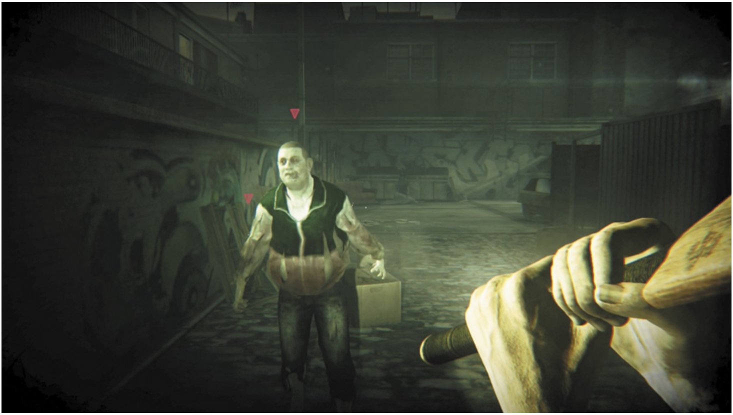
CCTV // Junction Box

This is the first Junction Box you'll find attached to buildings throughout London. Prior to finding them, your Prepper Pad's map is blank. After these are scanned and hacked by yourself and the Prepper, they become part of his network, and a Smart Map appears on your Pad's screen. Look for these whenever you enter a new area.

Alleyway Antics

Objective 6: Open the shortcut to the Safe House	
Danger Level:	●●○○○

- Objective Marker: Yes
- Survivor Score: 0
- Special Instructions: Optional.



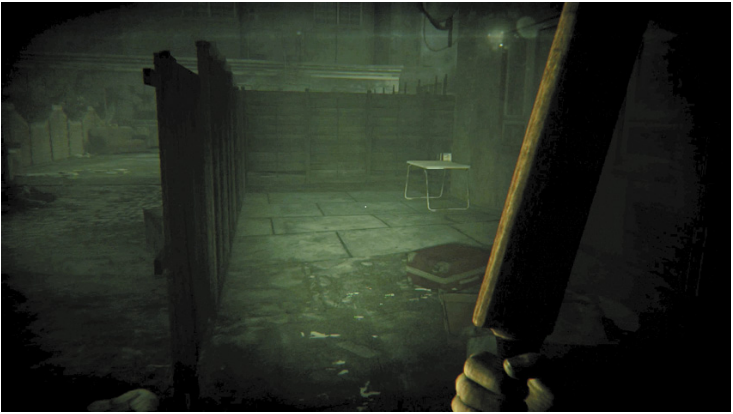
With the CCTV hacked, continue around the corner to the left, down an alleyway between two rows of terraced flats [12]. The gardens of these homes, and the two trash bins at the dead end before the left turn, may yield minor items, so scan for them. Beware of an Infected prowling the small courtyard at the alley's far end (and sometimes another foe crawling in one of the gardens). Cut the beast down, before quickly opening the mesh door leading to a second metal door with a sketch of a Safe House on it.

Tip

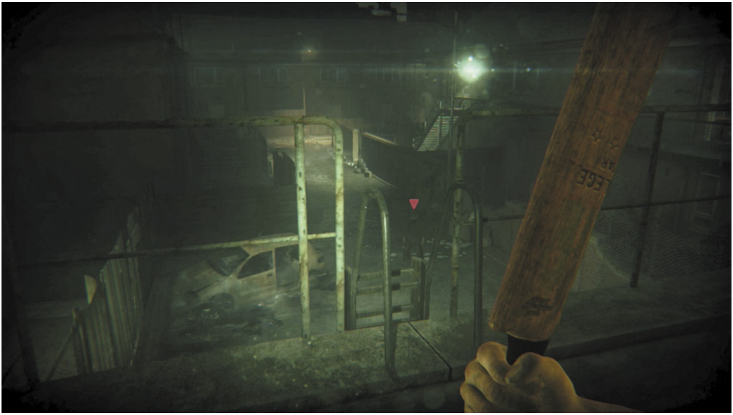
Search for doors with this sign: They always lead to a manhole cover and a shortcut!

Optional Extras: Other Access Points

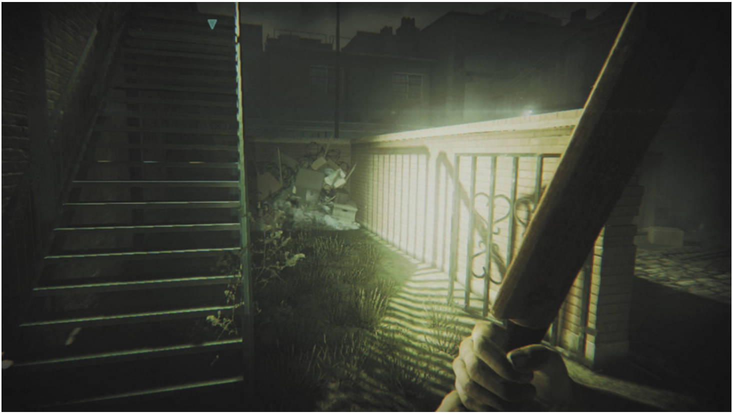
The terraced alleyway on this side of Brick Lane Markets has several routes you can take. It you don't prefer a direct path, there are other plans to try:



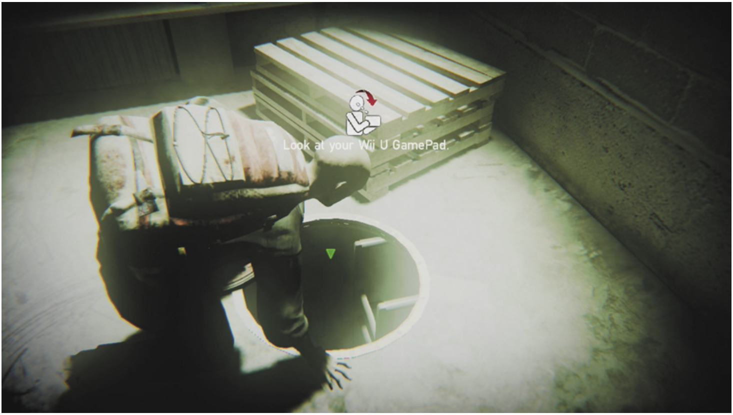
- Do Not Disturb: Walk down the alley, then step to the right, avoiding the prowling Infected and passing between an opening in the fencing. Head past a suitcase and table, around the corner, and slide under a gap in the fence. This allows you to reach the Safe House door without resorting to combat.



- Balcony Walk: Stay in the gardens on the alley's left side (where the CCTV Junction Box is), and climb the metal steps. Head along the balcony (there's usually an item to grab here) into one of the flats, out the open window, and onto a low, flat roof overlooking the small courtyard. Pick up another item (usually a flare), and then drop the ladder down to the courtyard. The noise may attract attention! However, lowering this ladder (which you can do only from above) allows you to use it in the future, if you're overwhelmed when you return to this location.



- Can’t Disturb (Yet): Below the metal balcony steps is a pile of refuse. You can’t remove this yet, but return here with C4 explosives and use them to access a small, secret area. The optimal time to try this is at the start of Mission 11A. For the moment, leave this area alone.

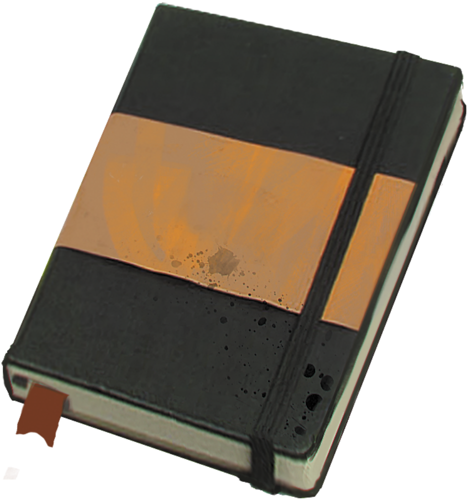


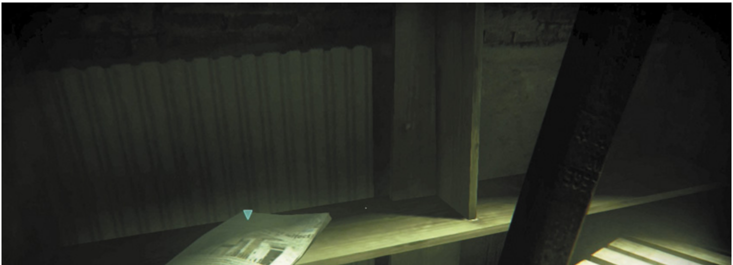
The Prepper reckons you should “have a gander” at the manhole cover in the small, brick-lined chamber with three doors [13]. Before you do this, gather any items you spot from scanning the room, grabbing the newspapers from the low shelf near the manhole. Although optional, it’s vital and thoroughly recommended you open the manhole before checking the door on the opposite wall. This manhole is the first of many, and all allow a shortcut between locations. After pondering on whether to use the manhole, return here and open the door in the opposite wall after your objective updates.

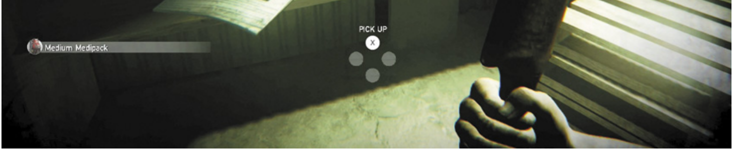
Tip

Are you injured? Do you want to save your progress so you don't have to head through Brick Lane Markets again? Then use the manhole, and tap the location of your Safe House on your Prepper Pad's Smart Map to return to the bed to save. You wake with full health.

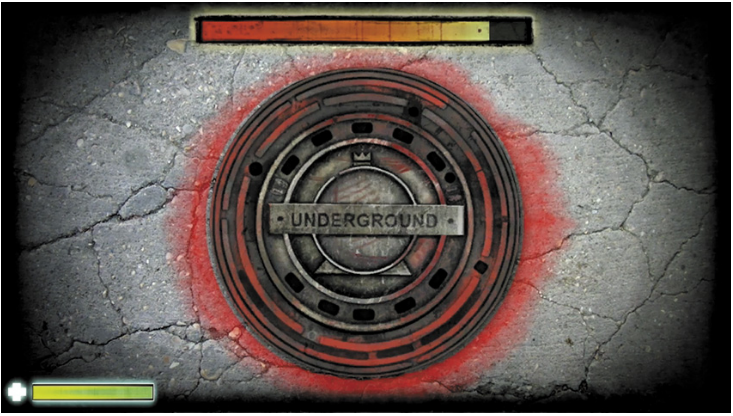
Notebook Addition // Newspapers (2/7)







Brick Lane Markets: On a low shelf, by the manhole cover, between the markets and supermarket area.



Tip

Tap your GamePad rapidly to remove the manhole cover. This works in the same way as removing barricades, and it takes roughly eight “taps” to dislodge the cover. See if you can rapidly tap your GamePad eight times (use both thumbs and one finger, and remember you only need to tap eight times) to shorten the time you’re doing this as much as possible, as you’re open to attack in more dangerous areas.

Optional Extras: The Locked Door

The room with the manhole shortcut also features a brick storage room with a locked metal door. Return here with lockpicks to remove the items you can’t access at the moment. The first time you can try this is after Mission 04.

Market Brawl

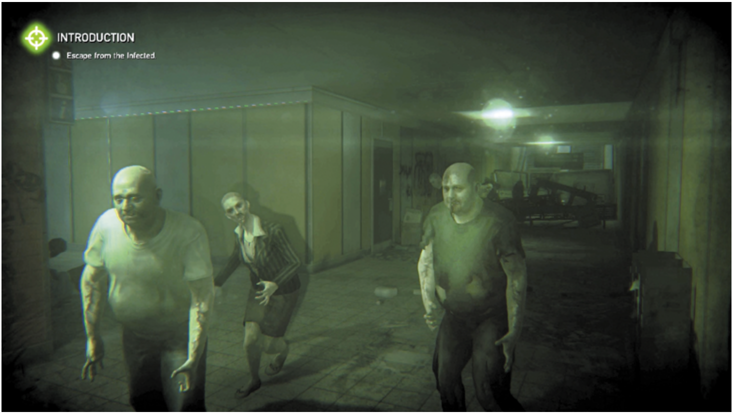
New Location // Brick Lane Markets (Market Street)

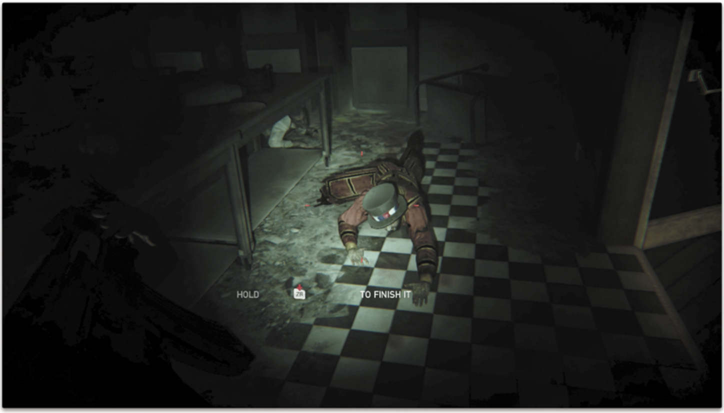
Objective 7: Get inside the Supermarket	
Danger Level:	●●●○○

- Objective Marker: Yes

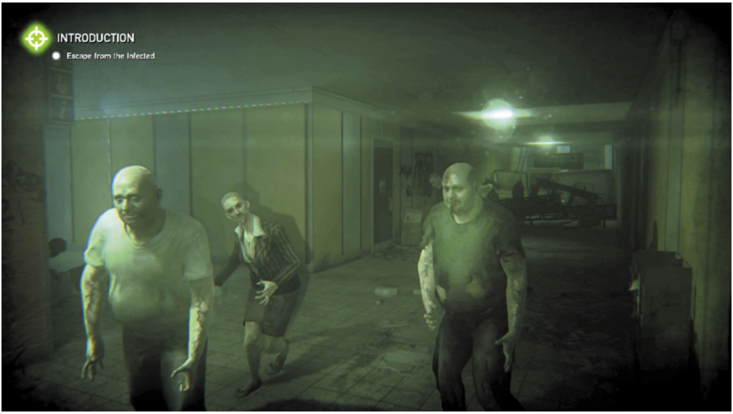
- Survivor Score: 10
- Special Instructions: This can be completed before appearing as an objective.

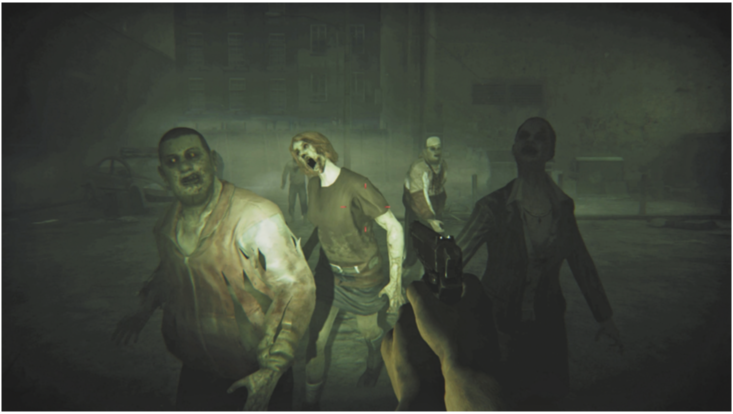
Incoming Infected





Brick Lane Markets (market street): Blighter, Crawler (3)





Brick Lane Markets (supermarket loading entrance): Blighter (1), Horde

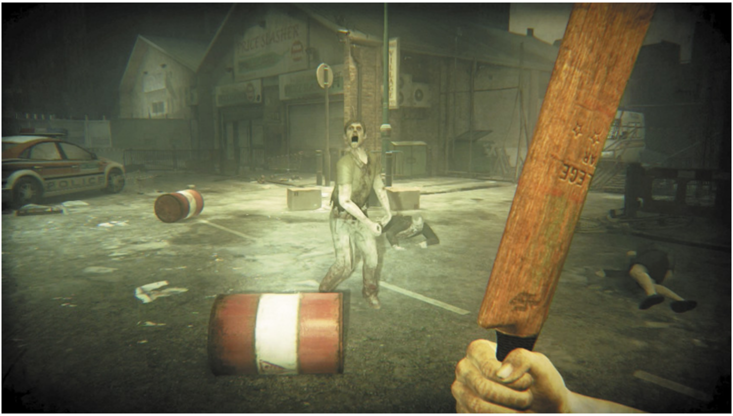
Whether you've uncovered the manhole or not (and you should), the Prepper cuts in, telling you he's triangulated the CCTV signal to the supermarket beyond this door. Ready your weapon for a swift and bloody battle [14] with an Infected lurking behind the door (it's better to remove this threat so you're not fleeing into an unknown area), and then move through the connecting rooms until you appear outside in a narrow alley.

Note

This is still part of Brick Lane Markets, but you're heading into Market Street, close to a boarded-up supermarket.

Tip

Follow the Prepper's advice and hit the radar button in the bottom right corner of your Pad. The red dots that appear are either Infected or birds. Make sure you aren't worried about the latter!



Check the radar, and then climb up the ladder attached to the scaffolding before you enter Market Street. There's usually some flares atop here. These can be critically important to saving your skin later. Gather what you can and then stand atop the scaffold, looking over the street below. There are usually two Infected, one standing and the other crawling. There are several ways to storm Market Street [15]. They are listed in order of recommendation:

- Simply slide under the gap in the fence and attack the foe on the ground, circling around it to avoid its attacks.
- Attack the Blighter first, ideally with the cricket bat to save ammo. Then stomp the Crawler's head (or bludgeon with the bat). Execute the Infected in this order, so the Blighter doesn't grab you while you're defeating the Crawler.

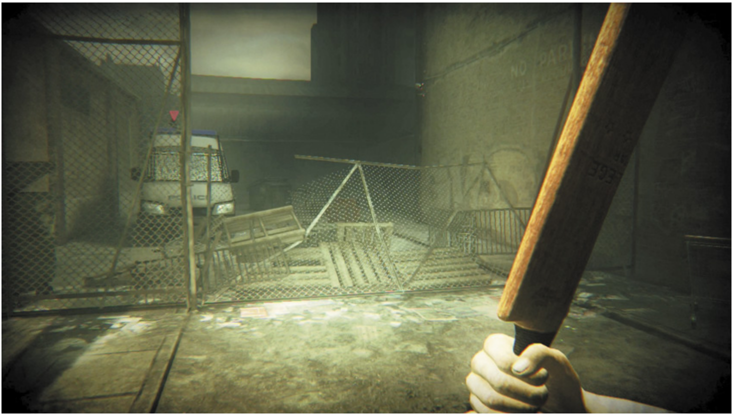
- Or dodge both foes and continue.
- Fire down on the Blighter from the safety of the scaffolding platform.
- Or try out a flare so the zombies head toward the light source. Slay them there or avoid them and continue.
- Or fire at the red and white barrel (there are two) when your zombie foe is nearby. It explodes, and the Infected catches fire, burning before toppling over.

WEAPON // FLARE

Weapon // Flare

“Need to get a Blighter off your back? Light one of these up. Those zombies aren’t the brightest, but this is!”

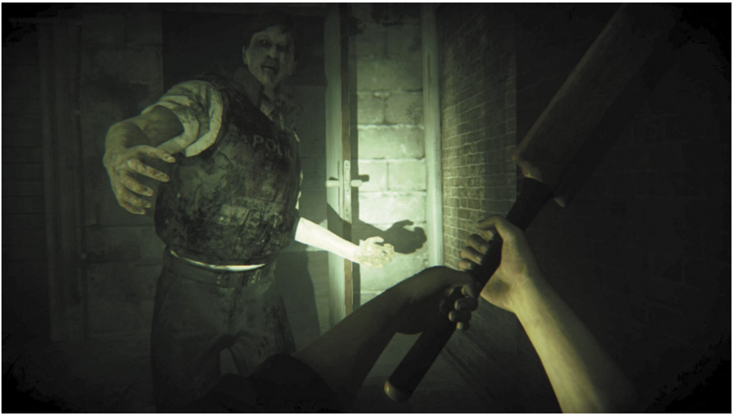
Don’t store flares away and forget about them; keep one in a corner inventory cluster so you can grab it, lob it away from you, and watch your foes turn and hobble straight for the light source. When they arrive, they turn and retrain their gaze on you. However, when Infected are clustered around a flare, they can be easily taken out (or avoided), especially with area-of-effect weapons like grenades. Hang on to your flares for the moment, though.



When you're ready (first check the street for items using the scan), head up and over the fallen mesh fencing [16], with the parked police riot van parked nearby. This is the only way forward, so continue, checking the area for possible items, before you reach a short ramp to the supermarket's unloading area. Atop the ramp is a locked door.

Caution

Wait! All hell breaks loose when you try opening this door, so prepare yourself for instant combat and don't panic. As you can't climb back over the fence, this is the only way to go!



Rattle the door, and an alarm sounds! The Prepper tells you to get inside the building before every Blighter from miles around converges on your location! Don't be sidetracked by enemies approaching from the street; there's an Infected Blighter just behind the door you jiggled! You should:

- Take it down with two pistol shots or a bat [17], or
- Shove it out of the way and enter the building. Either way, open the door immediately on your left.
- You can back into the street and prepare for combat. This is usually a death sentence, as you're quickly swarmed. Don't delay; get shopping!

Caution

You can be killed very easily here; you even take damage as you move through the door if you leave your exit too late. Don't dawdle!

Everything Must Go

New Location // Brick Lane Markets (Supermarket)

Objective 8: Scan the second CCTV Junction Box

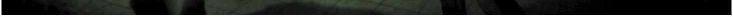
Objective 9: Take hammer

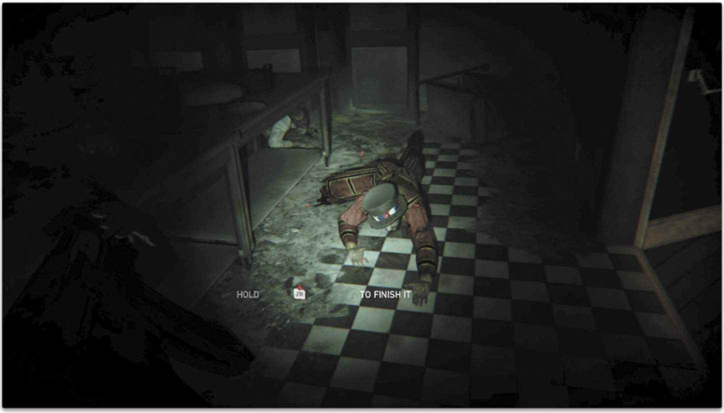
Objective 10: Scan the second CCTV Junction Box (continued)	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 0, 10, 10
- Special Instructions: None.

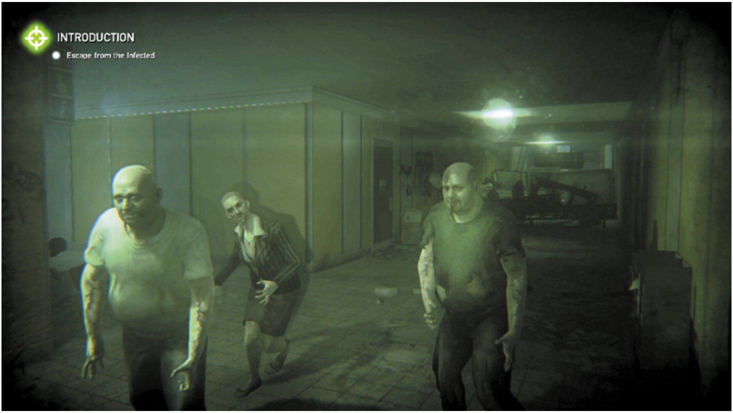
Incoming Infected

INTRODUCTION
Escape from the Infected

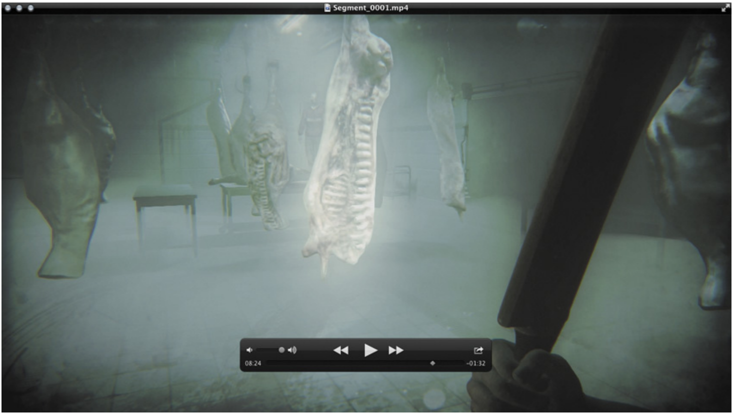




Brick Lane Markets (supermarket meat locker): Hanging Blighter, Crawler (2)



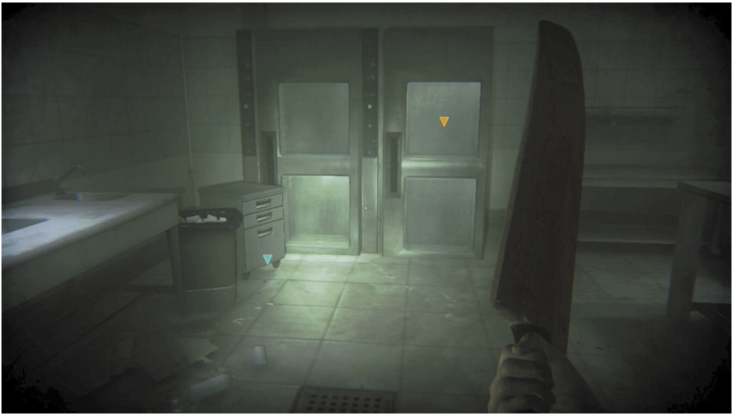
Brick Lane Markets (supermarket interior): Blighter (3)



After barging into the supermarket, check the door you just came through. It is firmly barricaded. The Infected can't breach this door. Head down past the forklift truck, scanning the room (there's nothing here usually), and step into the meat locker [18]. Stop! Aside from the slabs of hanging pork, there's a nasty Crawler hiding in the icy mist. Stomp that head, then keep calm when the hanged man thrashes as you near him. Strike him with the bat for a quick death, and search both foes for items before exiting via the nearby door.

Caution

The Infected can't breach the barricaded door...unless you remove the barricade and open it up! This plan is simple madness, as you haven't the proper weapons to tackle all these foes. If you're after a quick and screaming death, try this method of suicide.



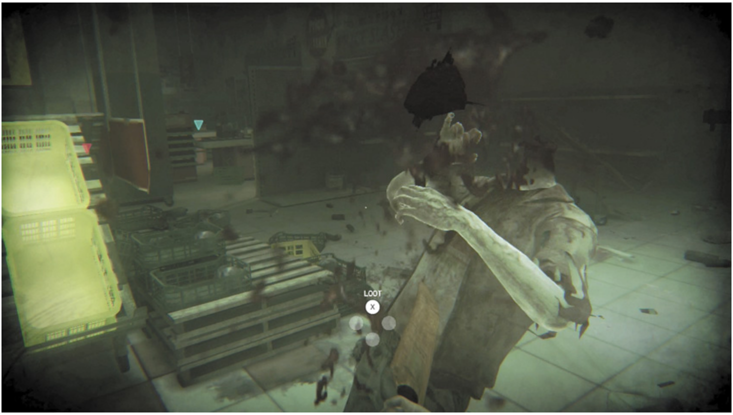
Step into the butcher's preparation room. The Prepper notices a barricaded door blocks your path and urges you to find a

Hammer. Use your scanner to locate this vital item; it's in the bottom of a small metal cabinet near a trash can [19]. Now loot this entire building of any remaining items. But first, remove that barricade!

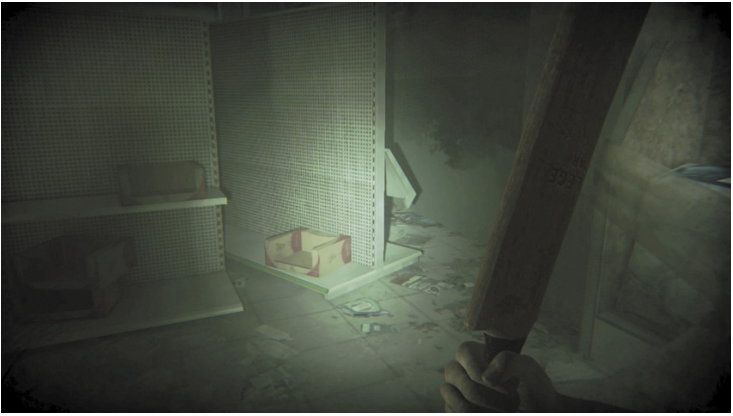
HAMMER

Gear // Hammer

The hammer allows you to remove any barricades from doors that you, or anyone else, have made. It also allows you to erect a barricade, which strengthens a door so the Infected can't open it. To remove a barricade, tap your GamePad rapidly. This works in the same way as removing manholes, and it takes roughly eight taps to dislodge the cover. See if you can rapidly tap your GamePad eight times (use both thumbs and one finger, and remember you need to tap only eight times) to shorten the time you're doing this as much as possible (as you're open to attack in more dangerous areas).



Venture among the shelves of the supermarket. Before you head too far into the store, make a grand sweep of the area [20] with your scanner. This picks up a trio of Blighters playing “dead,” as well as a variety of items (usually health-related). Ignore any red dots that turn out to be rats; concentrate instead on enemies. Bring out your bat, and pummel anything human-shaped that attempts to stand up.



Before you reach the office after making an elongated U-shaped path around the supermarket, delay your search for the CCTV box long enough to check out a series of barricaded shelves along the far wall. There’s a gap to squeeze between at one end [21], allowing you into an area with another Upgrade.

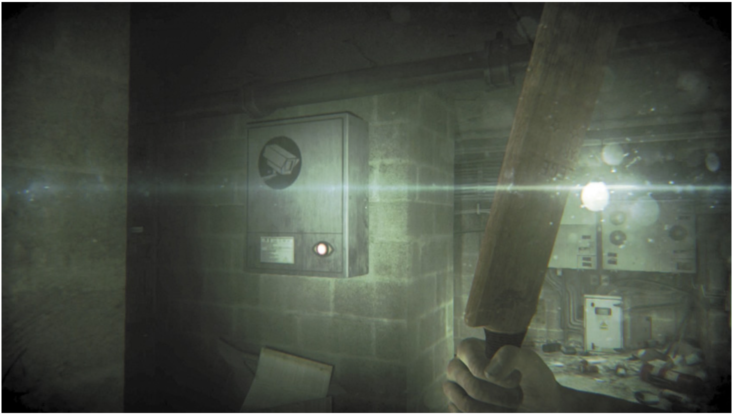
UPGRADE // SPREAD

Tip

It's better to use a cricket bat (or a foot stomp) by shoving an Infected as it tries to stand. You expend less energy this way. Before heading too far into the store, use your Smart Map's radar to "ping" any Infected pretending to be dead too.

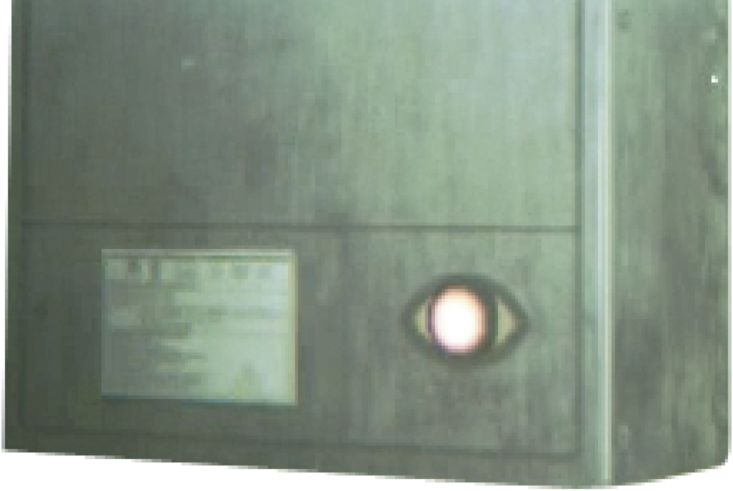
Caution

Don't open the barricaded door marked with the "Exit" sign, near the overturned produce shelves: This leads outside, and you haven't finished your supermarket sweep yet!



Step into the office, scan for minor items, then check the door to the right, next to the files and low cabinets. It leads down into a refuse-strewn basement. Ignore the rats and pass a bed (which you can't sleep in, unfortunately). Locate this CCTV Junction Box [22]. Bring out your scanner, and hack it with the Prepper's help. Your Smart Map now shows the area. Search the far corner of this trash-filled cellar for your (possibly) first Molotov cocktail. And then? Time to get out of here!

CCTV // JUNCTION BOX



WEAPON // MOLOTOV COCKTAIL

ORIGI
FOREIGN EXT

Weapon // Molotov Cocktail

“Rotting flesh is one thing. But burning and rotting flesh? That’s a whole new kind of horrific smell.”

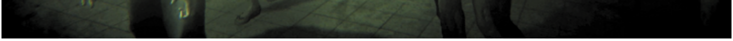
Anarchy in the Uk

Objective 11: Return to Safe House restrooms	
Danger Level:	● ● ● ● ○

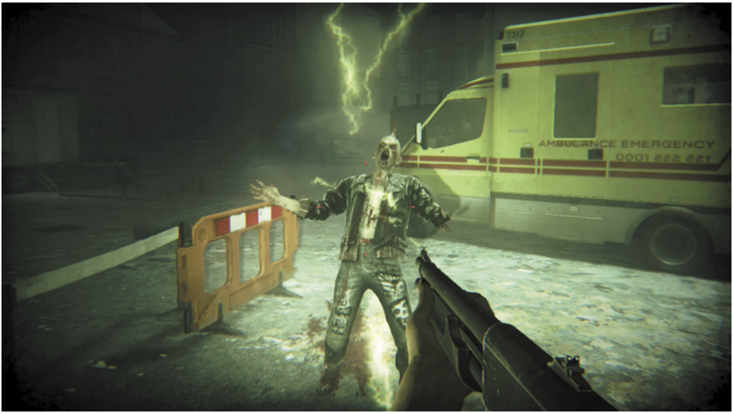
- Objective Marker: Yes
- Survivor Score: 10
- Special Instructions: None.

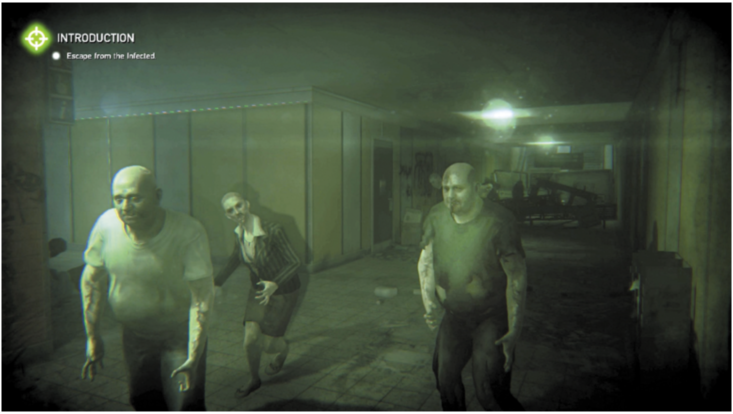
Incoming Infected

INTRODUCTION
Escape from the Infected



Brick Lane Markets (supermarket basement): Blighter

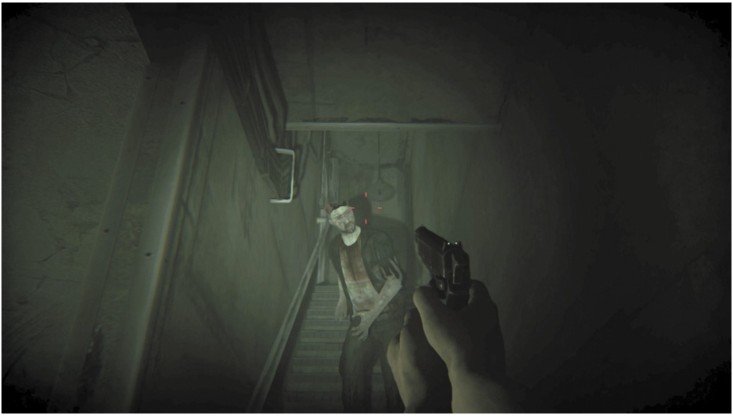




Brick Lane Markets (Market Street): Screamer, Blighter (up to 8)

Caution

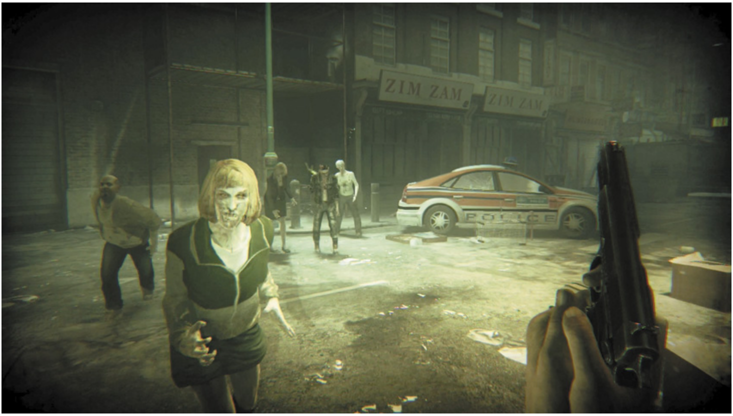
Warning! Expect a fright or two as you extricate yourself from this location!



Search the corpse in the cellar, then return to the steps. Watch out! Expect an Infected at the top of the stairs [23]. After recovering from the fright, use your pistol to drop it (this is preferred, as it's difficult to hit the Infected's head with a bat because it's higher than you). Then backtrack to the exit door that's barricaded. Remove the barricade (by tapping your Prepper Pad). Exit back out onto Market Street.

Caution

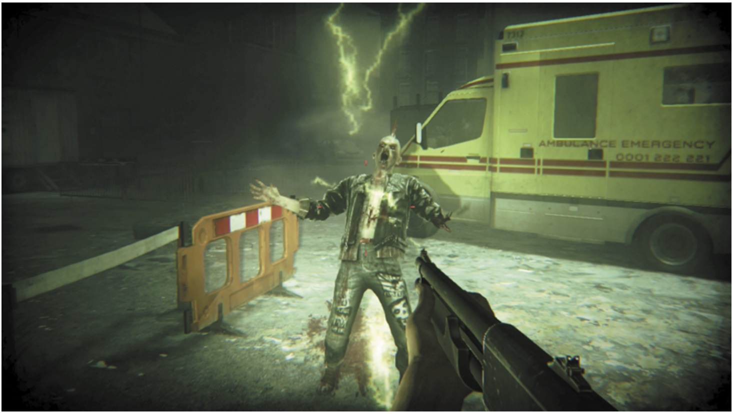
You want to leave via the barricaded door marked "Exit" (which you haven't used yet) and not the barricaded door through which you entered. Choose the latter, and you're trapped until you flee back into the supermarket!



You exit back out into Market Street [24]. The gap under the fence is diagonally across and left of your initial position. This is important to know, as you may wish to beat a path out of here—partly because an Infected punk (a "Screamer") is lolling around, yelling garbled shouts that are loud enough to wake the dead! In fact, additional Infected are beckoned over, effectively making this location a death trap. Keep your head, and try the following plans:

- Bring out your pistol, immediately target the Screamer's head, and plant shot after shot into its cranium until the beast pops. Then turn your attention to any Blighters that are summoned.
- Or, you can simply flee the area entirely, running and sliding under the gap in the fence and escaping. Do this as early as possible, before the Infected gather on your location and pull you out from your slide.
- Or, you can attempt a mass annihilation of Infected using a more cunning plan: Sprint around the Market Street area, avoiding foes, or immediately rush to the gap in the fence and climb onto the scaffolding. Ignore the Screamer for the moment. Bring out a flare. Search the ground until you spot an explosive barrel. Lob the flare so it lands near the barrel. Wait for the Infected to swarm, then shoot the barrel so it explodes, setting fire to every foe! Afterward, escape, or drop down and finish the stragglers and loot everything.
- Attempt the same plan using a Molotov cocktail.

Enemy // Screamer



This punk's screaming attracts more Blighters into the local area, where you're positioned. In general, the more this foe screams, the more foes will appear and the more difficult the combat becomes. This is a priority target, unless you're so proficient that you want to attract further foes, then destroy them all for the Survivor points or skill level increases. Rush toward the Screamer and it halts its yelling to attack you. Note the constitution; this punk is more resistant than the average Blighter! Infected summoned by the Screamer have crackling lightning around their heads, so you can differentiate them from other Blighters. They function in the same way, however.

Return to the linking room with the manhole, between the Brick Lane locations. The Prepper wants you to return to the Safe House via this manhole, which is one possibility (as you want to save your progress as soon as possible).

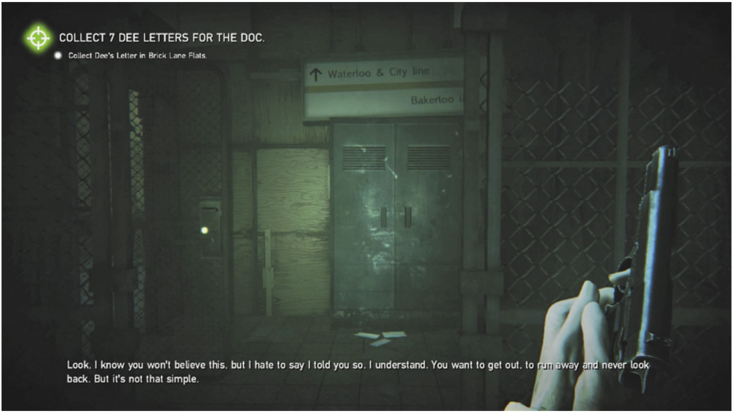
However, you can traipse through Brick Lane (Hanbury Green) using the route you took to reach the supermarket. This isn't usually a good plan, as there's sometimes additional Infected to deal with, but on this occasion, you can return to the travel store, newsagents, and rental car store adjacent to the Safe House and fortify one of them prior to returning to the Safe House: The next mission involves you fending off a horde from here!

Tip

Before reaching the Safe House, it's a good idea to gather everything you can carry (ammunition, projectiles, and health), and bring it with you. There's trouble on the way!

Tip

When you reach the Safe House, you may wish to use up the two upgrades you've found so far and increase your pistol's potency. Or, you can wait for a new weapon before upgrading. The workbench where you upgrade weapons is where you picked up your Prepper Pad, just left of the computer monitor array.


COLLECT 7 DEE LETTERS FOR THE DOC.

Collect Dee's Letter in Brick Lane Flats.

Look. I know you won't believe this, but I hate to say I told you so. I understand. You want to get out, to run away and never look back. But it's not that simple.

When you return to the Safe House, check one of the cabinets near the manhole; you should find a spray can inside, which is most helpful if you want to daub the walls of London in coded paint. There's also likely to be mines here too. In addition, check the floor near the manhole for a strange postcard—the first of the Black Prophecy revelations!

EXPLOSIVE // MINE

Gear // Spray Can

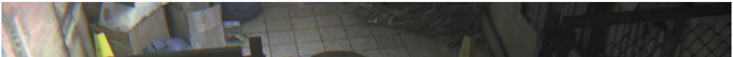
- Effect: Enables you to write online messages.

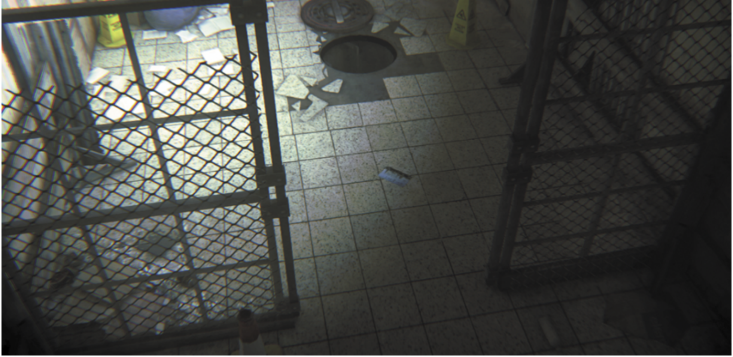
This item can be found at several locations, but the easiest way to get it is to loot the closet near the Safe House's manhole. When the user gets the spray can, it will not be available anymore in the other locations. Look to the maps in this guide if you want to know the other locations. Make sure you're online, then utilize the spray can as described in the previous chapter to "tag" areas of interest for your friends to investigate (whether they lead to treasure or a horde depends on how helpful you want to be with your messages!).

Explosive // Mine

"Slap down a claymore, beckon a Blighter, and watch the dismemberment."

Notebook Addition // Black Prophecy (1/4)





Safe House: Located on the tile floor very close to the manhole.

Tip

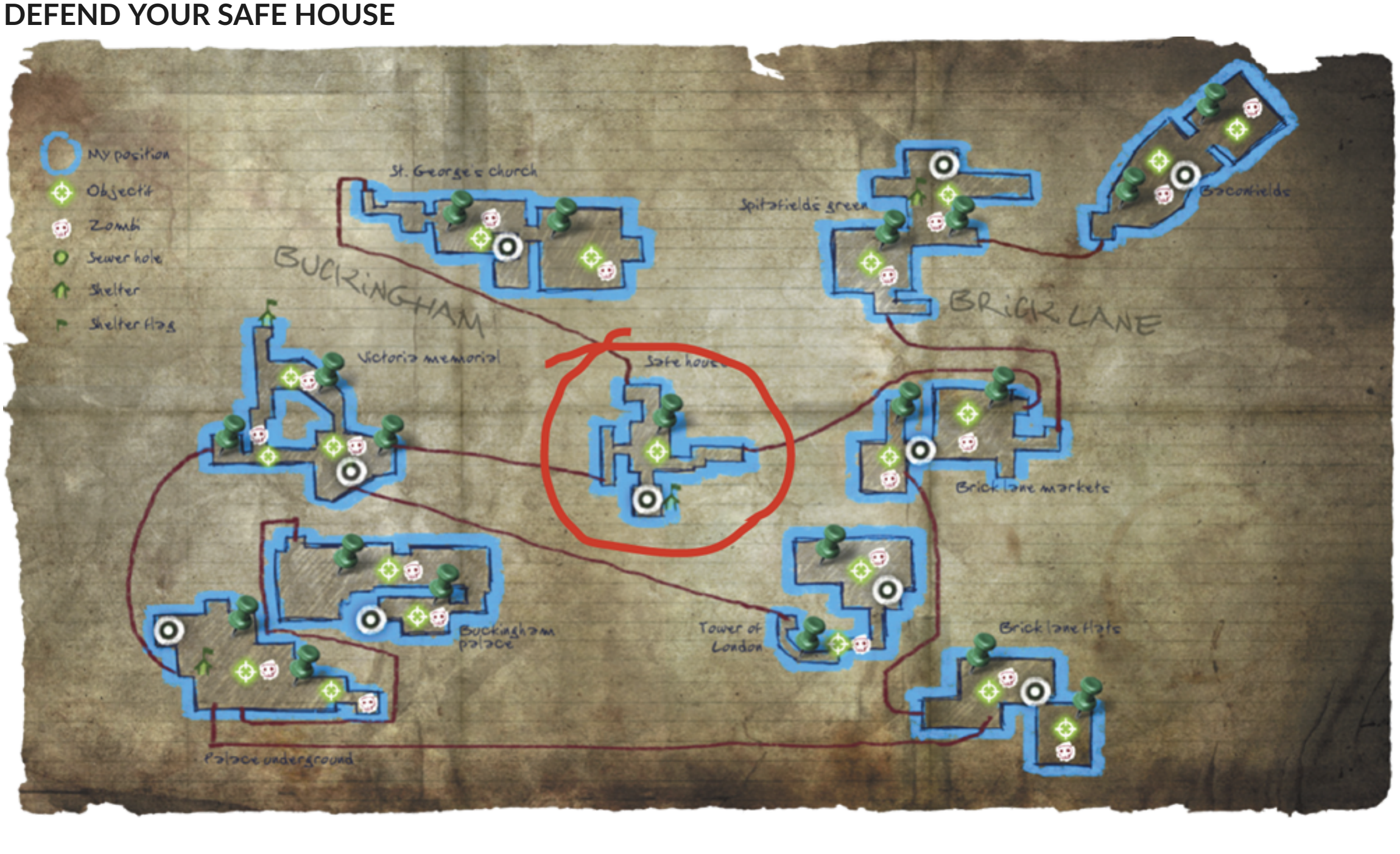
Mission 02 is complete. Sleep to save your game and recover all health before continuing.

- Mission 02 Completed: Maximum Survivor Score: +200

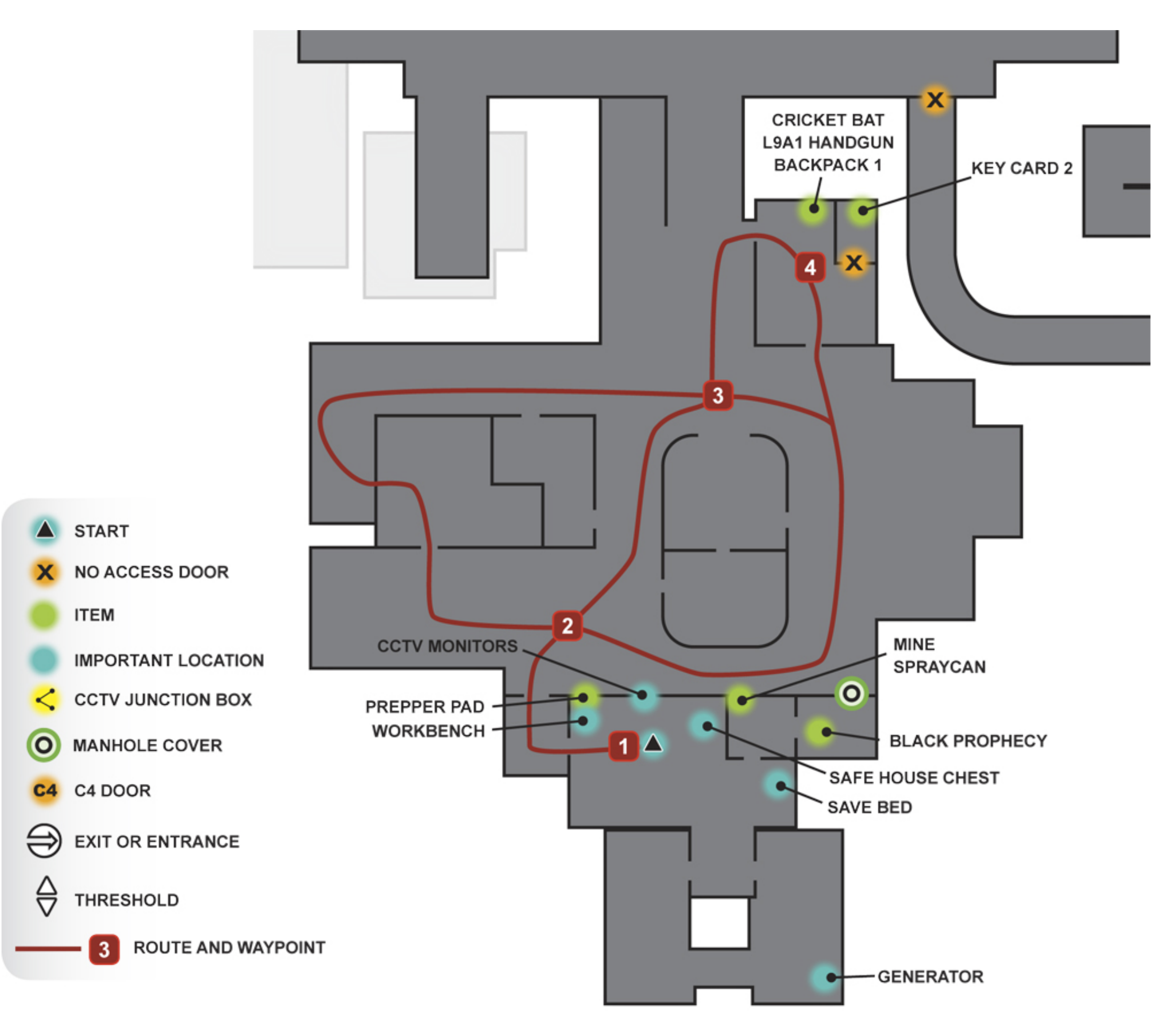
Missions

Mission 03

DEFEND YOUR SAFE HOUSE



Location: Safe House



Overview

Even the most secured locations across London can be easily compromised by the Infected. The Prepper has spotted a horde of Blighters encroaching on the Safe House. If this place is overrun, there's nowhere left to hide! Tool up, head out, and use a mixture of forethought, elementary carpentry, a stiff upper lip, and a stiff cricket bat whack to defeat your first horde.

Objectives

- Objective 1: Get Mission Brief.
- Objective 2: Kill All Infected.

Important Items

Mine

Enemy Appearances

Blighter (Horde)

Cruising for a Bruising

Objective 1: Get Mission Brief

Objective 2: Kill All Infected	
Danger Level:	✋✋✋✋☐

- Objective Marker: No
- Survivor Score: 10, 200
- Special Instructions: None

Incoming Infected

Safe House (initial concourse): Horde (12)

Listen to the Prepper as he describes the usefulness of the large blue container to the right of the computer monitors. After you swap out any items you don't wish to carry, approach the CCTV computer monitors [1]. The two working displays show a troubling development: There's a horde approaching! Check your radar as instructed, and you'll see advancing red dots. Action stations!

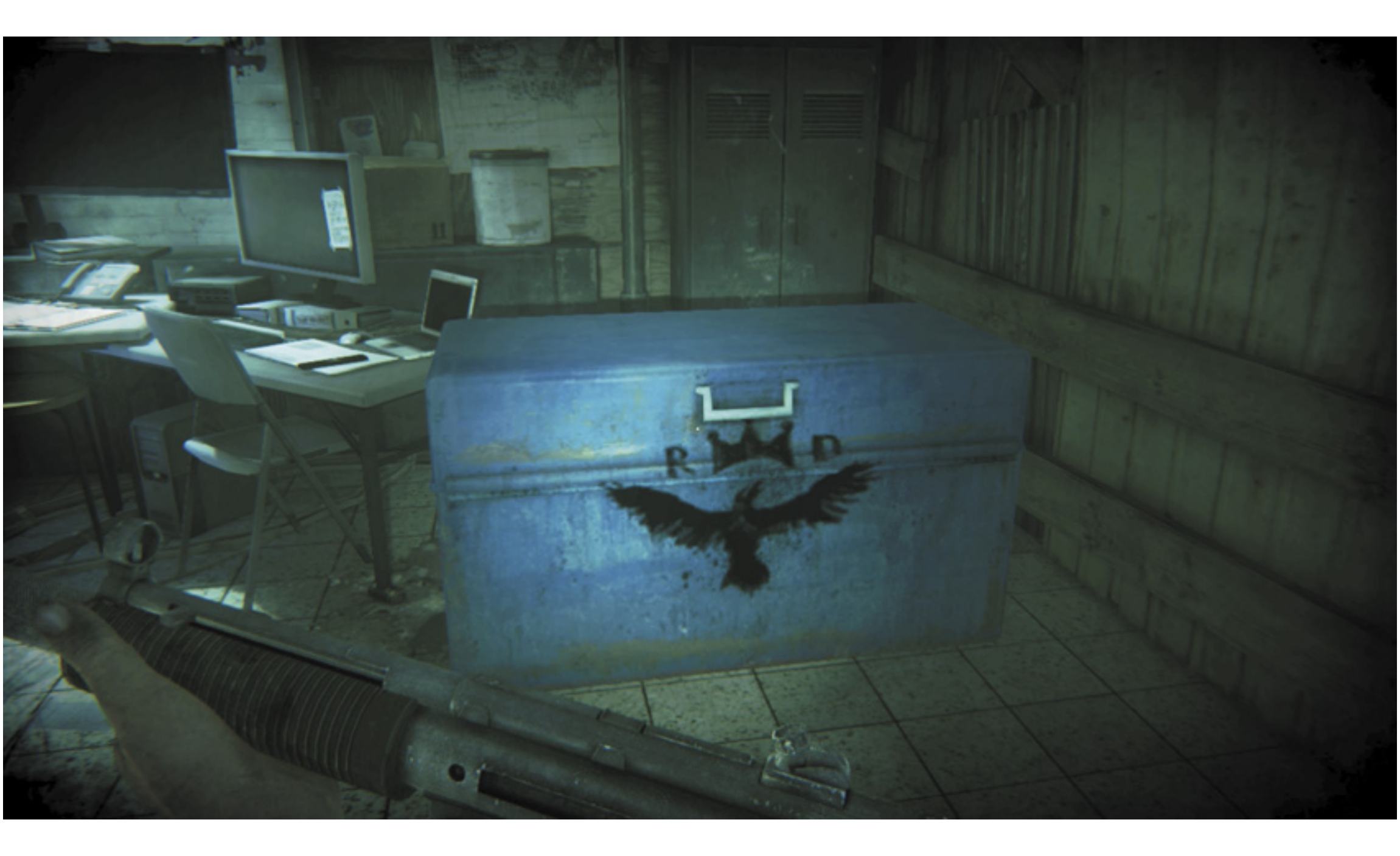
Tip

With little time to react, it's sometimes better to have already prepped any of the four stores inside the initial concourse to prevent Infected intrusion. Follow the advice to come.

Tip

Need a more potent pistol? Then upgrade it using the two upgrades you acquired during the last mission, prior to accessing the computer monitors and finishing the first objective. You should also check the cabinets near the manhole; there's usually a mine to pick up here too.

Static Object // Safe House Chest



Use this large container with a Ravens symbol on it to stash your weapons, ammo, and supplies. As your BOB backpack can't currently hold more than ten items, you're able to drop off items in the Container, freeing up slots. Drop in whatever you want, with the following in mind:

- If your Survivor dies, the next Survivor you control can grab the additional items, giving them more of a fighting chance when retracing their steps to secure the BOB from the Infected previous Survivor.
- As you're reasonably close to a manhole (and more manholes once you discover them), you should be able to return here if you need further equipment, although searching your environment usually yields some items to use.
- Definitely drop items you have multiples of (such as flares or less healing items like cake) in the Container.
- It's better to place items in this Container rather than run out of room and have to drop items somewhere in a distant location.
- Try to have at least eight slots free in your BOB for item collection during explorations.
- Don't clutter up your BOB with planks or multiple ammunition clips; combine the latter by dropping them on top of each other, and reloading your gun.

Tip

Cricket bat? Check! Pistol with some of your collected ammunition? Check! A couple of flares? Check! Two sets of planks? Check! A couple of health items? Check! It's zombie-clobbering time!

Tip

You must place your flashlight, weapons, and healing items (and optionally a flare) into the six easily accessible corner slots on your Prepper Pad. Ammunition and planks are automatically used, so keep them in your BOB. Ready? Now move!

Head out of the Safe House as quickly as possible so the incoming Infected don't overrun the areas you want to defend from. First, it's good to know the following:

- The horde attacks slowly but from different directions. Expect one, then two, and finally three or more to home in on your location if you keep them alive.
- The upper-concourse mezzanine (and machine gun) is closed for this combat. You're only fighting in the immediate area outside the Safe House [2], to the steps near the travel store where you picked up the cricket bat.
- Keep moving! If you remain stationary or back yourself into a corner, you have only yourself to blame for an agonizing death.
- Keep turning! If you look in only one direction, expect to be flanked and swiped at from the sides.
- Keep your back to the wall! Without running and trapping yourself in a dead end, it's usually a good idea to keep your back against a wall or move yourself into the corner of a room; this lessens the angle at which enemies can attack you.
- Shove Infected out of your way if you're about to be swarmed, and run past the foes, regroup, and start combat again: Don't keep trying to slay Infected when you're being hit by more than one of them!
- There are two waves to this horde. Expect around six enemies before the Prepper gives a "prep talk" about the Infected being "dead, and those things wearing their faces aren't human." Then defeat another six or so. Keep going until the Prepper tells you to stop, and the objective updates!

Stamping out the Infected Incursion

Now attempt any of the following tactics during the next few ferocious minutes:

Plan 1: Anyone for Cricket?

Effectiveness:	💀💀☐☐☐

Grabbing a cricket bat and aiming for the head is a tried-and-true plan. But it usually takes a long time to bring down a foe (compared to a Pistol or Stomp) and isn't effective if more than one Infected is attacking you. Don't use the bat all the time; stop saving those pistol bullets and start firing!

Plan 2: The Circuit of Death

Effectiveness:	💀💀☐☐☐

Stepping out into the corridor and fighting off foes gets you surrounded and slain in seconds! So, at the very least, you want to move around the four stores and the concourse [3], making sure you're running. Try to move in a circuit, stopping to swiftly beat down or shoot a foe along the route, and then continue, so the Shamblers don't have time to swarm or trap you in a corner. However, this makes for slow-going and slightly panicked combat.

Plan 3: Window Pain

Effectiveness:	💀💀💀☐☐

When bludgeoning an Infected to death, it's helpful to coax them over the barricade on the corridor between the two buildings or over a broken window. Smack them with the cricket bat so they fall to the ground, then finish them off. This is quick, you're less prone to attack, and it doesn't use up any pistol ammunition.

Plan 4: Battening Down the Hatches

Effectiveness:	💀💀💀💀☐

"Blind panic" isn't an effective strategy, but cunning defensiveness most certainly is. Pick either the car rental or storage room (the newsagents is a little too open and prone to attacks from all angles) and run inside. Immediately barricade both the doors. Then wait, bat in hand, for the Infected to find the open window. Massacre them as they climb over. "Funneling" foes so they can attack from only one direction is the best way to safely deal with this horde (without losing too much health).

Plan 5: Crawling Chaos

HOLD TO FINISH IT

Effectiveness:	💀💀💀💀💀

Want to defeat the entire horde without expending a bullet? Then rush to the travel store (where you found the cricket bat), and quickly barricade both doors. Then wait at the half-open shutter [4], and stomp (or use the bat to strike) the heads of every Infected in the horde: The only way they can reach you is by crawling under the shutter. You end up with bloody shoes and a pile of corpses, but you easily neutralize all threats!

Tip

There's always the option of priming a mine you've collected, placing it on the floor without stepping on it, and blowing yourself up, removing the threats.

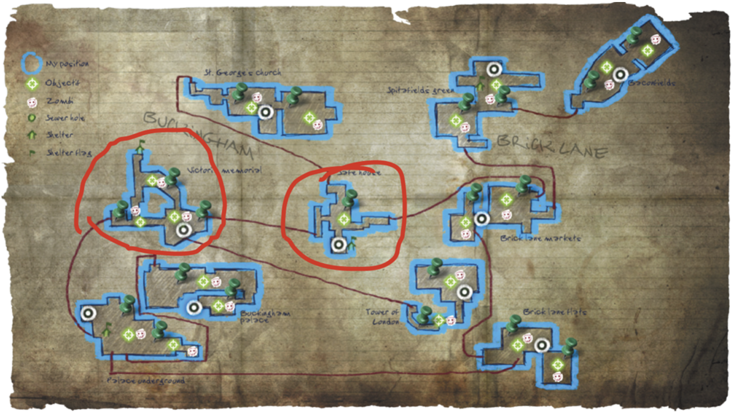
Continue the combat until the objective updates and the Prepper tells you to take a break. Return to the Safe House, grab anything you need from the blue Container, and save your progress.

Mission 03 Completed: Maximum Survivor Score: +210

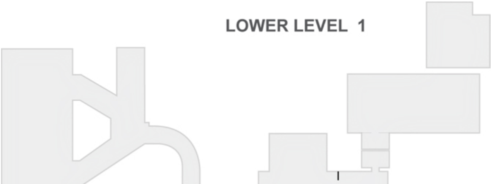
Missions

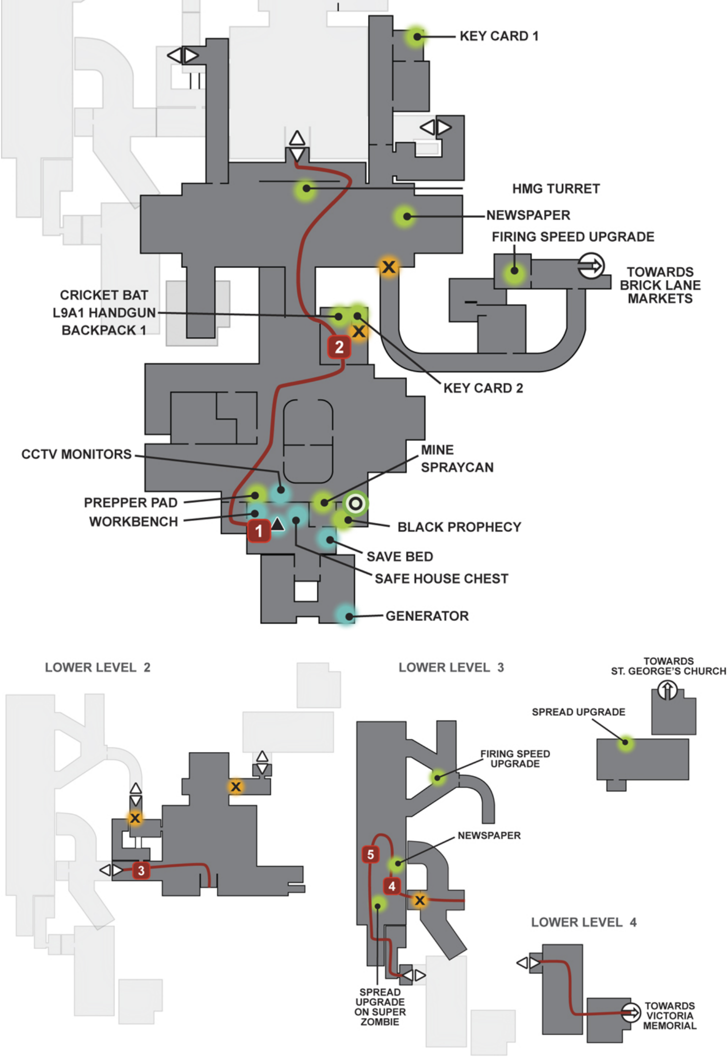
Mission 04

REACH THE ROYAL BUNKER ENTRANCE

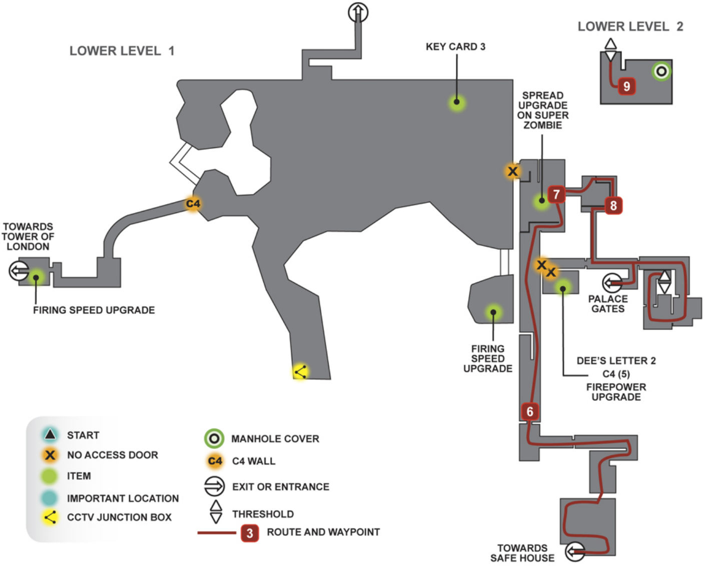


Location: Safe House

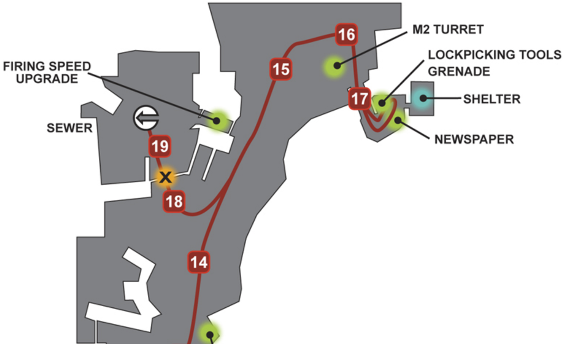


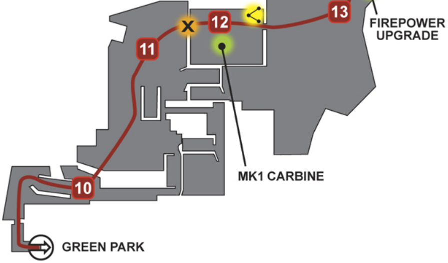


Location: Victoria Memorial (Green Park)

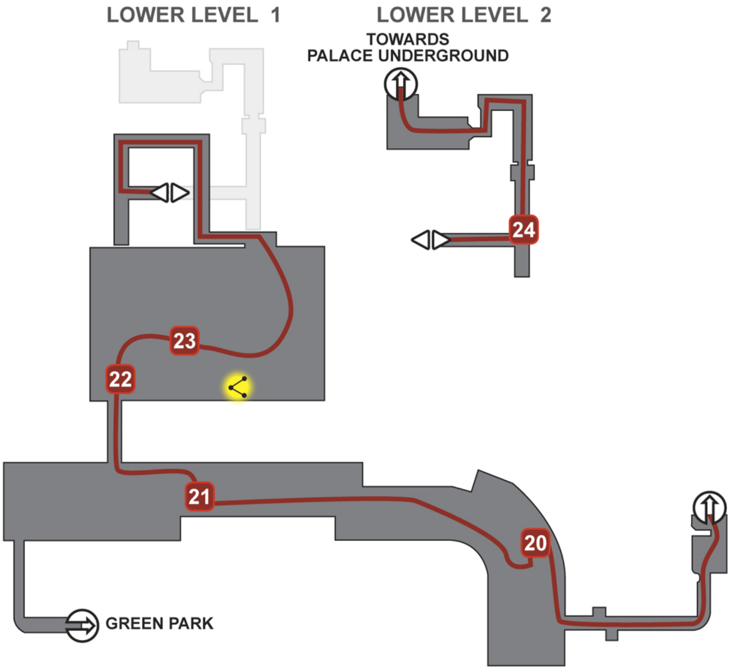


Location: Victoria Memorial (Palace Gates)





Location: Victoria Memorial (Sewers)



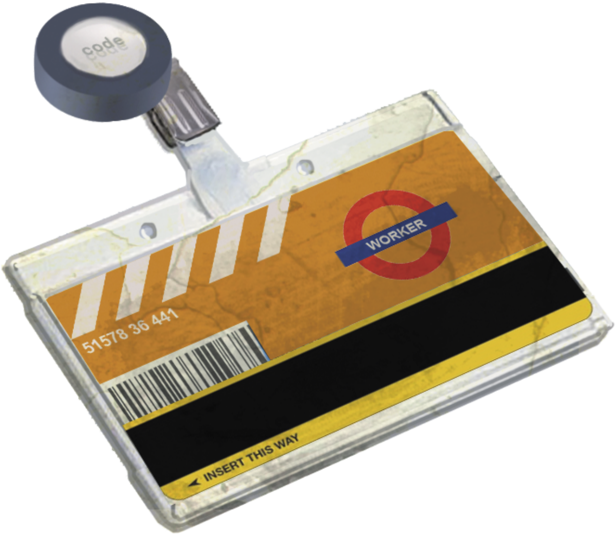
Overview

Exploring a little farther from your comfort zone builds character. The Prepper has personal experience working for the Royals, and he knows all the best tech is likely to be stored under the palace. It's getting there that's the problem. Along with wading through sewer water, being pelted by incessant rain, and subsisting on a diet of chocolate and cake, you must maneuver through a sizable military blockade at the palace gates. It's here that you realize half of London is out for a walk...although it's more of a salivating hobble, heading directly toward you.

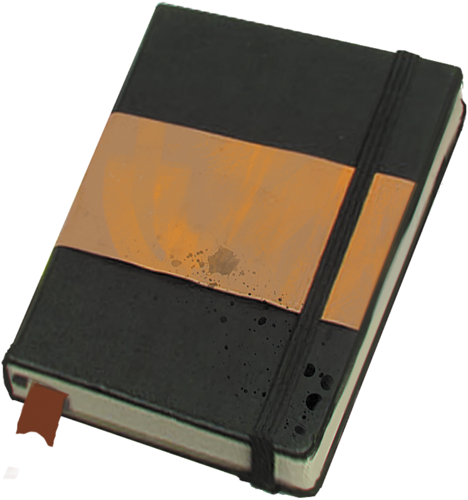
Objectives

- Objective 1: Get Mission Brief.
- Objective 2: Take Badge Pass.
- Objective 3: Reach Buckingham Palace Gates.
- Objective 4: Reach Sewer Entrance.
- Objective 5: Find a Lockpicking Tool.
- Objective 6: Picklock Access to Sewer.
- Objective 7: Reach Royal Bunker Entrance.

Important Items

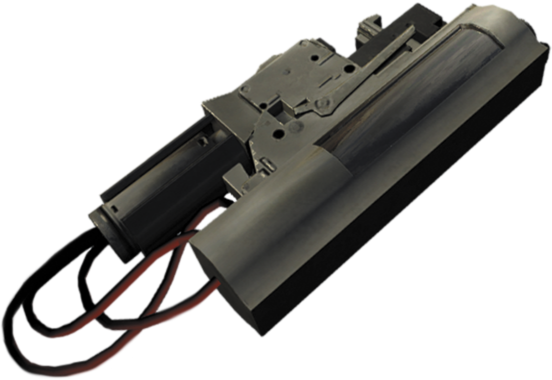


Keycard



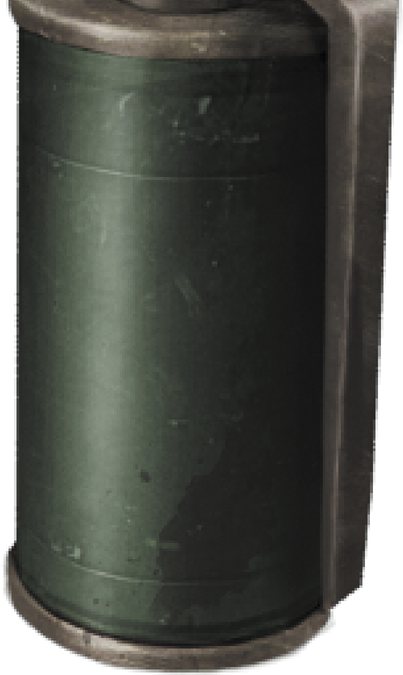
Newspapers #3

Model No.4 MK1 Carbine



Upgrade: Firepower

Lockpicking Tool

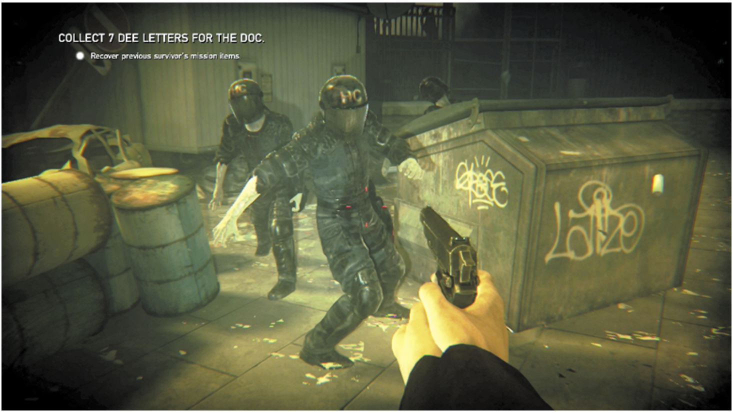


Grenade

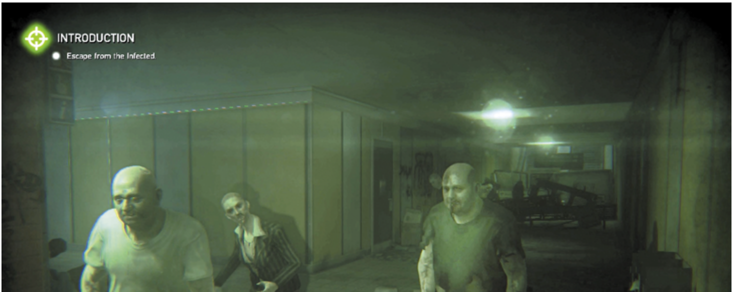
Newspapers #4

Upgrade: Speed

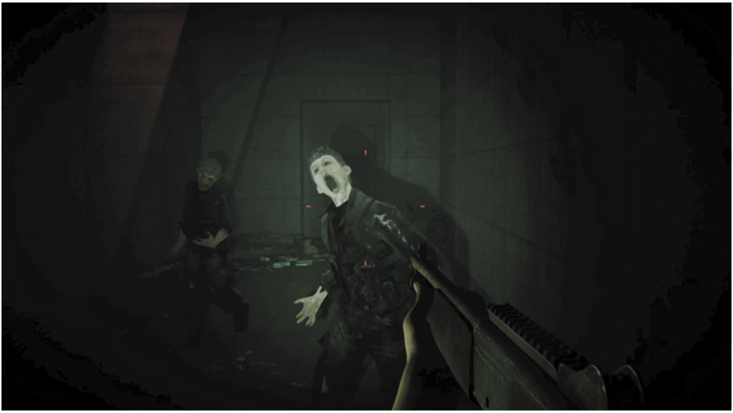
Enemy Appearances


COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items
HC
HC

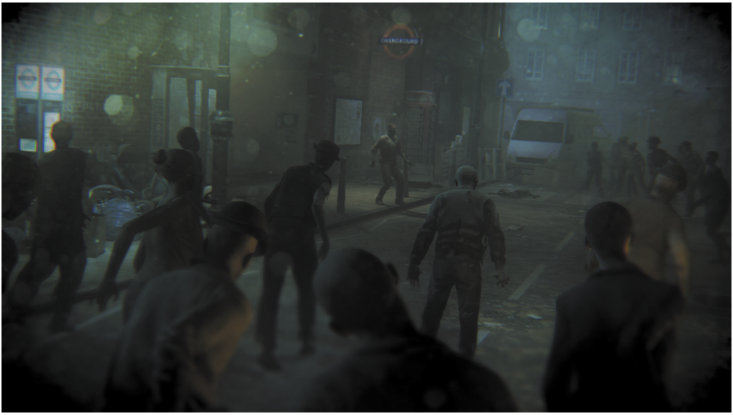
Armored Guard



Blighter



Hunter



Horde

Prep Work

Objective 1: Get Mission Brief

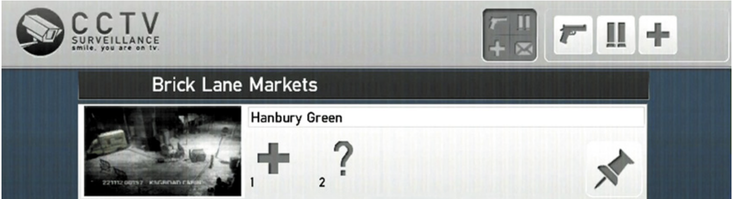
Objective 2: Take Bridge Pass

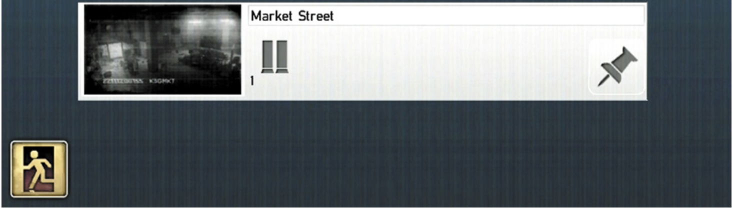
Danger Level:	● ○ ○ ○ ○

- Objective Marker: Yes
- Survivor Score: 10, 10
- Special Instructions: None

The Prepper has an idea; he reckons it's about time you ventured toward Buckingham Palace and take a look around. Approach the computer monitors [1], and the Prepper tells you the palace is the best hope for finding better weapons and supplies, even if the Infected have it overrun. To start with, you must head there and locate a Badge Pass along the way. This might allow access into the secret Royal bunkers beneath the palace. So they exist after all!

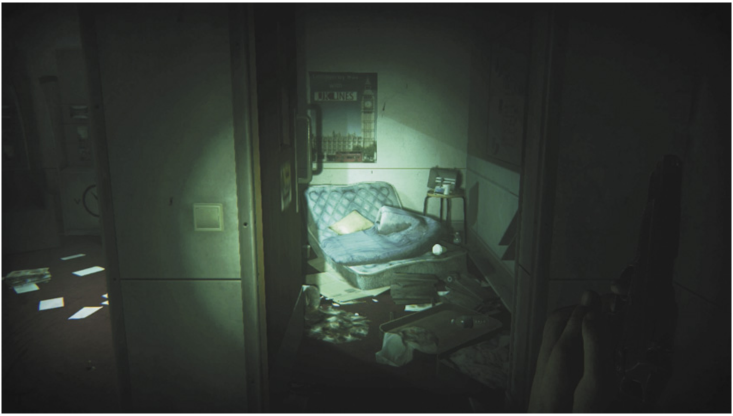
Optional Extras: Smile, You're on TV





From this point on, if you look at the computer monitors and CCTV images from this location, you can check out previously explored locations and gain further information on your Pad. For example, you've discovered both Hanbury Green and Market Street within Brick Lane Markets. The CCTV images show any remaining assets you may wish to discover or return to pick up. These are in the following groups:

- Weapons: Any weapons that may have appeared, if your previous Survivor died and you failed to find and kill them, taking the BOB from them.
- Ammo: Any ammunition the area contains.
- Health: Any Medipacks or comestibles the area contains.
- Various: Any items of note the area contains.
- New Intel: Any new and critical items available as the missions continue.



When you're ready to complete Objective 2, head into the concourse where you just fought the horde, and go to the travel store, where you introduced the trapped Survivor to your cricket bat. Enter the store [2], pry the barricade off the wooden door inside, and take the keycard among the scattered trash and bedding.

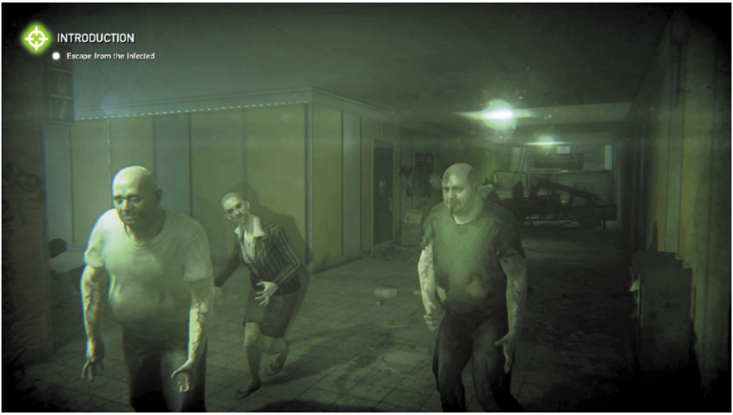
ITEM // KEYCARD

Going Underground

Objective 3: Reach Buckingham Palace Gates	
Danger Level:	●●●●○

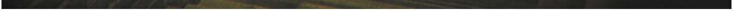
- Objective Marker: Yes (Multiple)
- Survivor Score: 100
- Special Instructions: None

Incoming Infected



Safe House (lower mezzanine): Blighters (2)

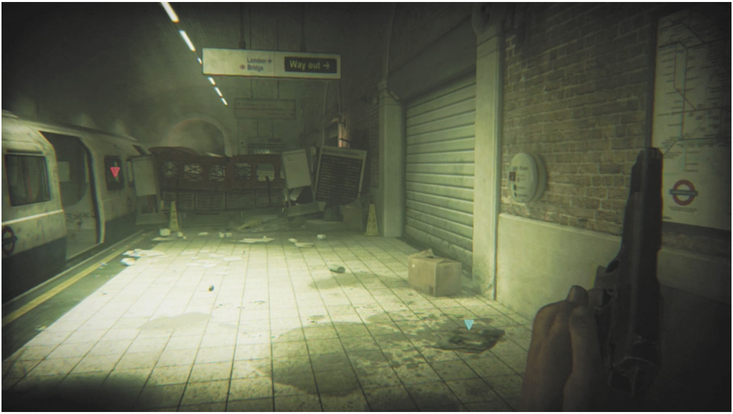
Bakerloo line



Check your Smart Map, and follow the Objective Markers; head up the stairs, under the shutter, across the mezzanine, down the steps to the lower mezzanine area, and head to the left. There's usually one or two Blighters in this wider, lower area among the benches. Engage or avoid them as you wish. Head left, passing the storage area where you found your first upgrade, toward the lit stairwell you haven't visited yet [3]. The side corridors are sealed with trash and shutters, so use the keycard on the door ahead, checking the small antechamber for items. The Prepper chimes in with some more history on John Dee.

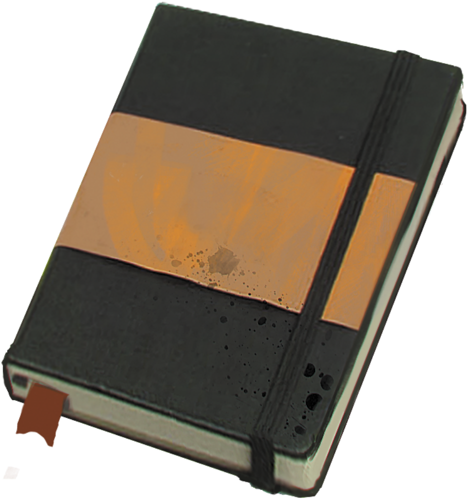
Lore: Dee After the Time of Elizabeth I (Prepper Commentary)

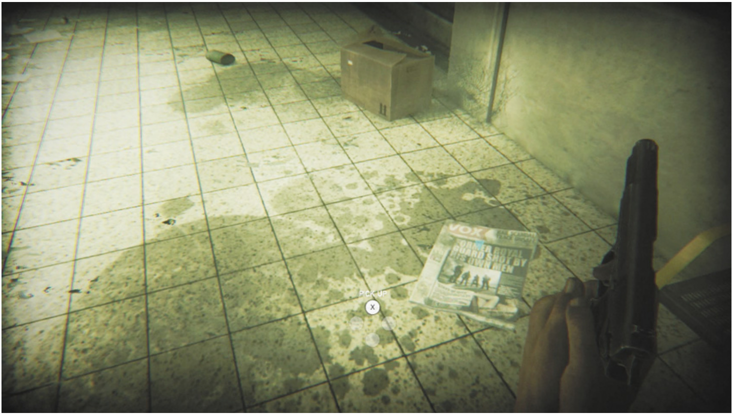
"Things could have been so different if people had listened to John Dee. But by the time he saw what was coming, Elizabeth was dead, and James the First had no love for prophecies or alchemy. He was so obsessed with black magic he wrote a manual called "Demonologie" and sent his witch hunters around England to hang witches and warlocks. Dee had to go into hiding. Bloody idiots."



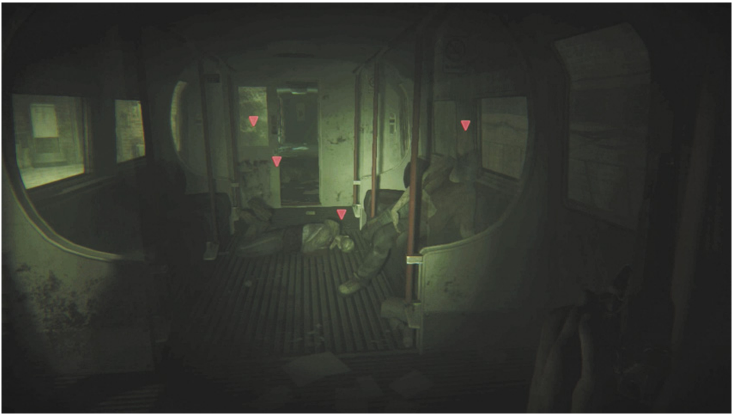
Slide through the hole in the brick wall, and step onto the Tube platform [4]. There's a train at this platform; one of its doors is intermittently banging on an object lodged at the doorway threshold. Quickly scan the area, and pick up another newspaper article for your notepad collection. Then board the train. The corpses inside the train are rotting quietly; they don't put up a fight.

Notebook Addition // Newspapers (3/7)





Safe House: On the tube station platform, near the stopped train.



Stroll down the train carriage [5], stepping over decaying commuters. Pass the slamming door and exit the train. Head through the hole in a second brick wall adjacent to the train. Take the shadowy stairs to a door leading to a ladder down, and enter a connecting platform area. Head diagonally across to the left, through a hole in the bricks, across a dirt room to some steps, and finally exit out into a dry sewer tunnel. Maneuver around the chain fence to the hole in the opposite brickwork, clamber through to another small antechamber, and climb the stairs up to a door leading into Victoria Memorial.

Note

These connecting areas between locations look similar to one another, so keep one eye on the map in case you get spun around and lost. There are usually no enemies in these areas.

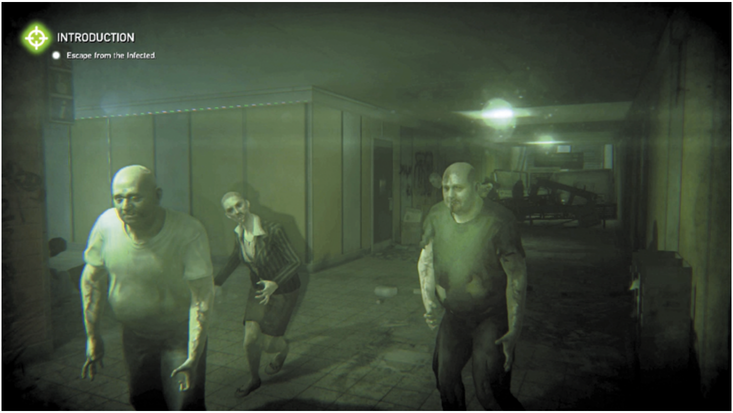
Rain and Rabid Zombies

New Location // Victoria Memorial (Green Park)

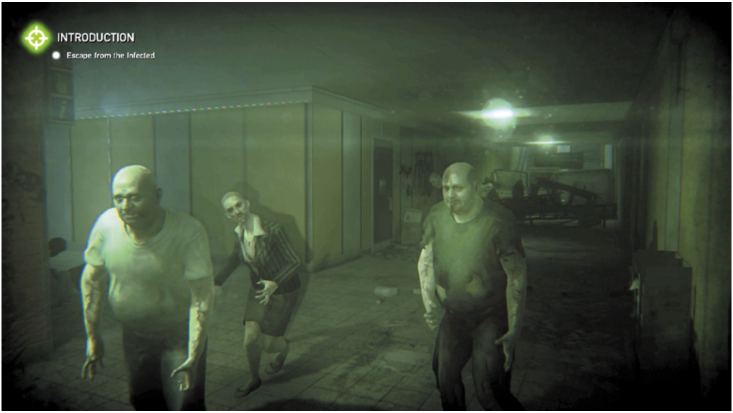
Incoming Infected

INTRODUCTION
Escape from the Infected

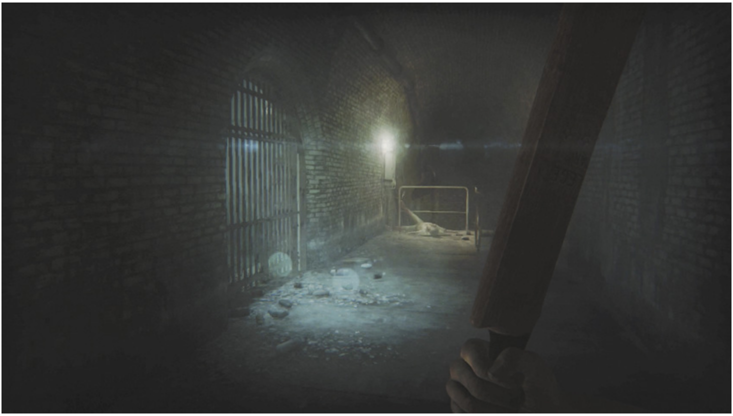
Victoria Memorial (Green Park Tunnel): Blighters (2)



Victoria Memorial (Green Park container maze): Blighters (6)



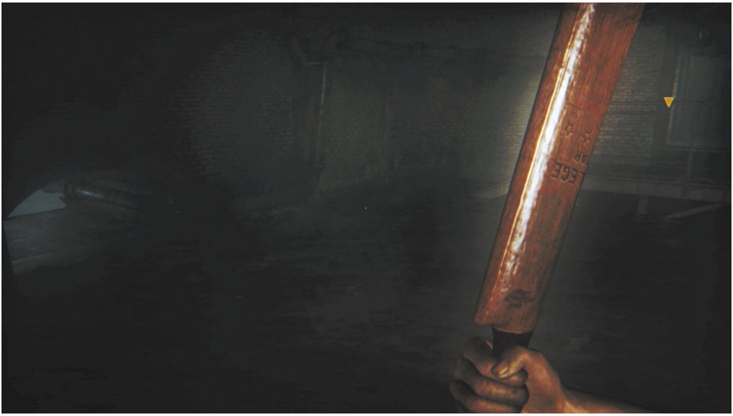
Victoria Memorial (Green Park command and control): Blighters (2)



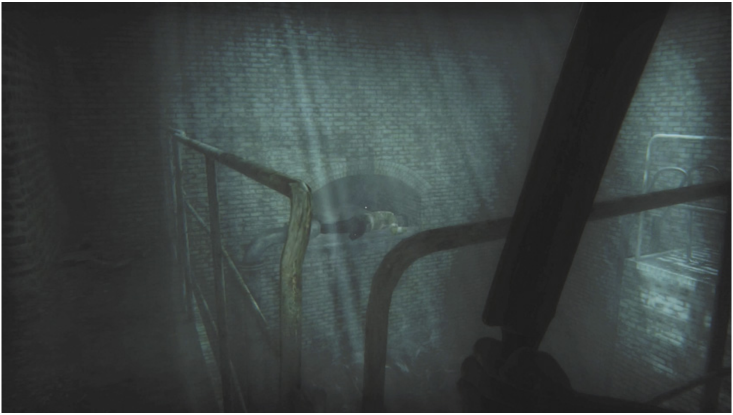
Turn right, and move down the dank tunnel [6] with barred archways to the left that offer a gloomy view of the sunken grounds outside the palace (which you can't reach yet). As the Prepper talks about "Buck Palace," carefully inspect the corpse to the left of the small set of steps. This Infected is playing possum. Crack its head before it rises, and then tackle a second foe directly below the first, on the earthen floor.

Note

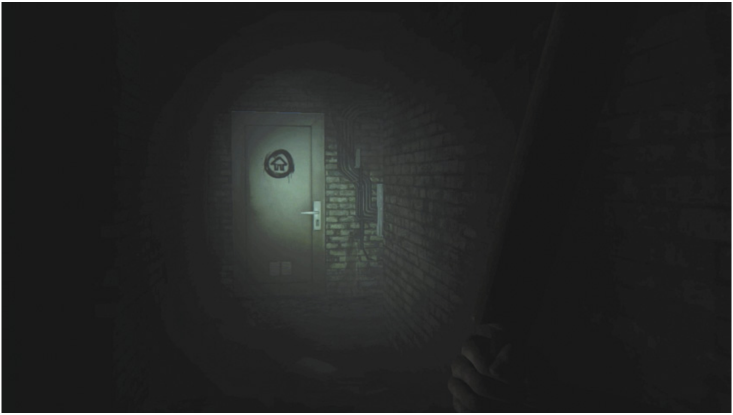
The CCTV Junction Box for this location is currently inaccessible. Don't bother looking for it until Mission 09.



Continue down this Victorian overflow tunnel, passing a sealed and locked mesh door on your right (you need a lockpick to access it). Head toward the effluent water at the end of the tunnel; you find steps up to a barred door (you can't head through there yet either!). Look to your right [7]. There's a low arch to slide through.



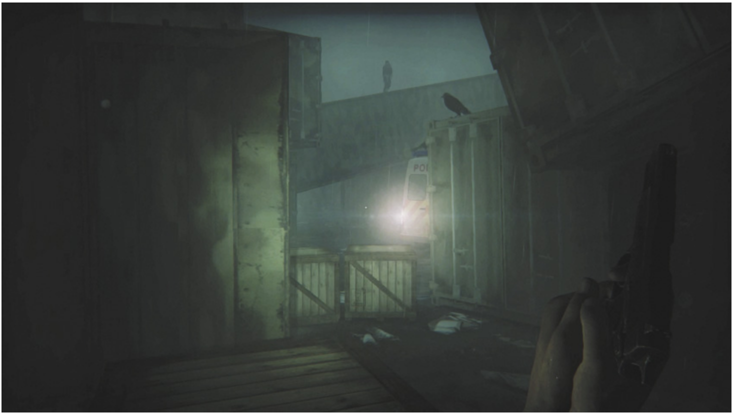
Collect any items from the two sprawled corpses, checking for signs of life, and then climb out of this water pit using the nearby ladder. Follow the brick balcony and railing around [8] to a narrow brick tunnel opening. Continue to the junction; check to the right. This leads down to the locked mesh door you couldn't open before and a barred door requiring a keycard to open.



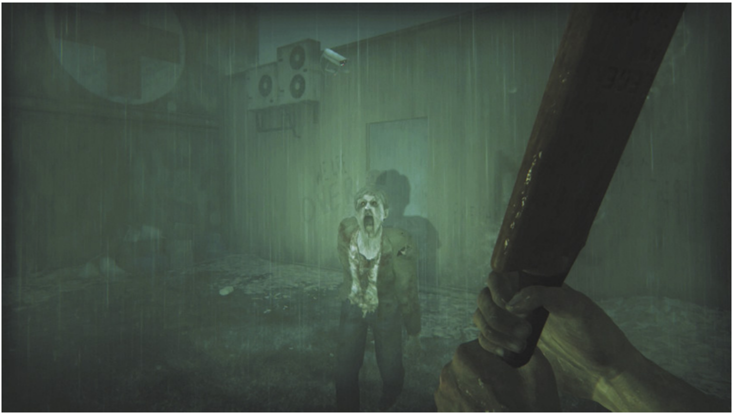
Head to the left instead, ignoring the opening to the right of the door with the "house" sign daubed on it. Open the door, and head down some steps to your second manhole cover [9]. Remove it with fast tapping. When you're ready, return to the brick corridor, head immediately left from the "house" sign door, and ascend steps to the surface.

Tip

After removing the cover, you may enter the manhole and save your game and grab any provisions from the blue Container back at the Safe House.

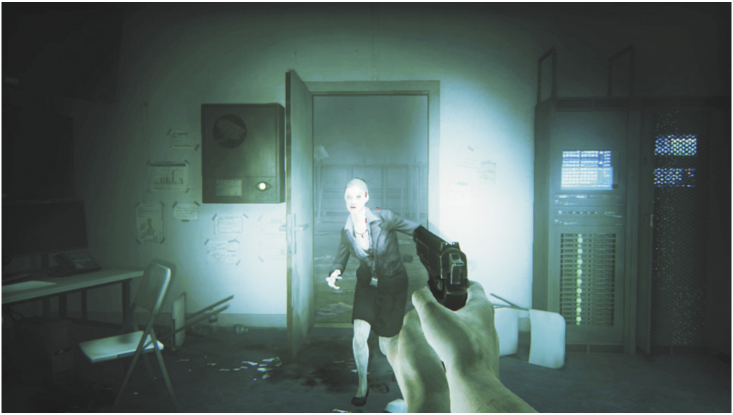


Your Prepper Pad's radar indicates three hostiles (red dots) close by as you step out into a maze of military containers. But these are birds that flap away. It is pouring rain as you locate a few smaller crates near a parked police riot van [10]. From here, you can see a Blighter shuffling along the top of a container. Be on your guard!



From this point, you have a few options as you move toward a small clearing surrounded by containers [11] and a single door allowing access into a military command and control field bunker. There's one or two Infected to tackle as you move around the police van, into the clearing, and up to four additional enemies dropping over the sides of the containers or trudging in from the path you took. Be extremely careful they don't overrun you! You can:

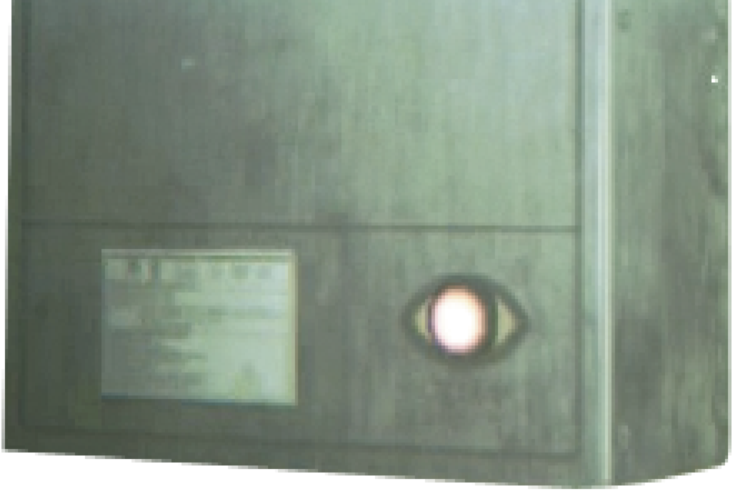
- Rush to the barricaded door, using the space to move around in; this allows you to dodge more easily. Finish these foes with a pistol, as you're easily grabbed if you use the cricket bat. Coax more foes down by removing the barricade.
- You can also stalk the foes by climbing on crates and onto the tops of certain containers. This enables you to fire down on foes who can't usually climb to grab you. However, more Infected don't appear until you reach the barricaded door.
- You can also edge forward, wait for foes to appear, and retreat to the container maze. Keep your back to a wall, and fire at them in these narrow spaces. However, there's room to become trapped here.



Inside command and control [12], make a quick scan of the computer room. There are planks (leave them in case you need to barricade yourself here in the future), as well as a new weapon on one of the tables; the carbine. The door ahead of you, although barricaded, may be taking a terrible battering. Make a quick scan of the CCTV Junction Box just left of the door, and then prepare for Infected takedowns against two incoming Blighters and one behind you if you try to pry the barricade off.

WEAPON // MODEL No.4 MK1 CARBINE (5 ROUNDS)

CCTV // JUNCTION BOX



Weapon // Model No.4 MK1 Carbine

“This Lee-Enfield brings back Army memories for the Prepper. It’s a lovely little rifle.”

Her Majesty’s Displeasure

Objective 4: Reach Sewer Entrance	
Danger Level:	● ● ● ● ○

- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: None

Incoming Infected

COLLECT 7 DEE LETTERS FOR THE DOC.

○ Recover previous survivor's mission items.

INTRODUCTION

○ Escape from the Infected

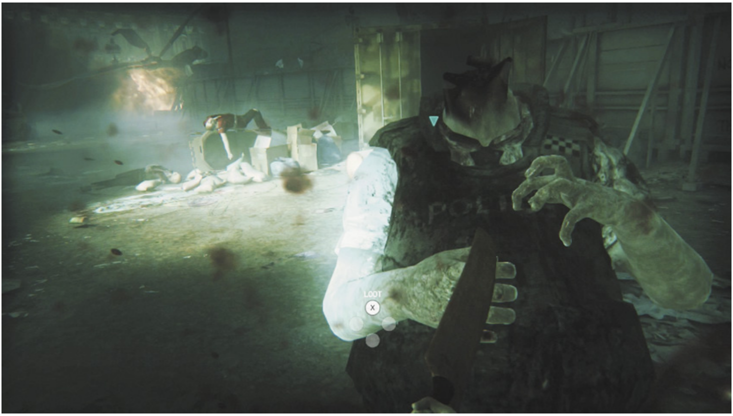
HOLD ZR TO FINISH IT

Victoria Memorial (Buckingham Palace Evac Zone): Armored Guard, Blighter, Crawler, Hunter (5)

Caution

Warning! Prepare yourself for a couple of frights in this next exploration; be ready for short, sharp shots with your pistol and carbine.

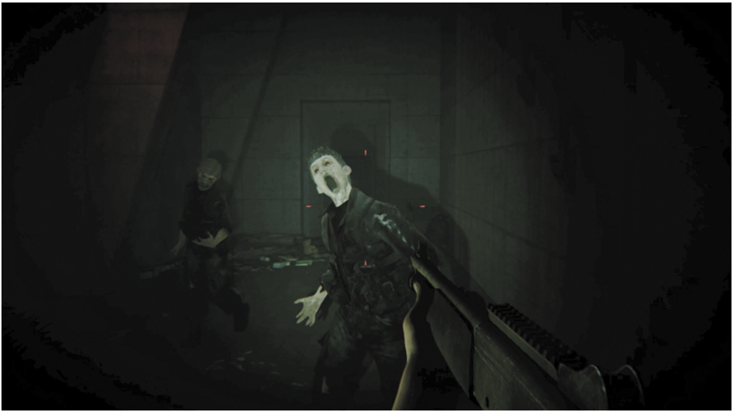
Step out into the evacuation zone. You see the remains of a military checkpoint and a burning helicopter as you gaze around in confusion. Don't delay; make a quick scan, noting the red enemy dots (some are birds); then check the corpse on the stretcher. It usually has some life left in it, so test out your carbine quickly. Next, loot the chest next to the stretcher (there may be items inside). Check behind you for other minor items.



Edge toward the guard corpse draped over the barricade of rubbish, near a container. The Prepper has some particularly strong words for the Royals at this point! Don't be distracted by a possible Large Medipack nearby; three foes (usually Hunters and a Crawler) crash out of the container on your right [13]. Back up and drop them immediately! When combat is complete, check the area for an upgrade:

UPGRADE // FIREPOWER

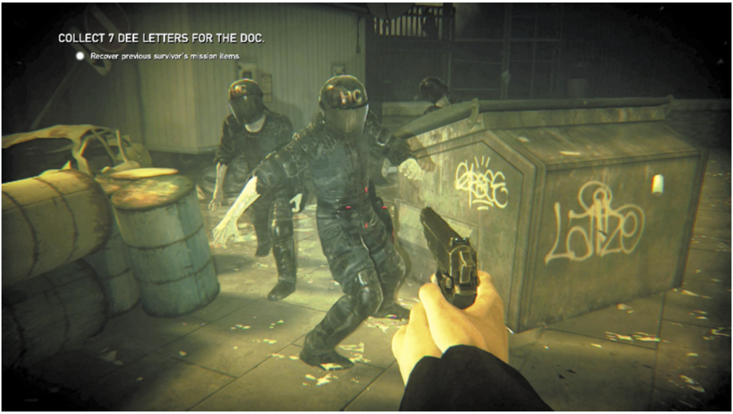
Enemy // Hunter



This Infected moves more quickly, usually sees you from afar, and tries to tackle you quickly, compared to the Blighter.

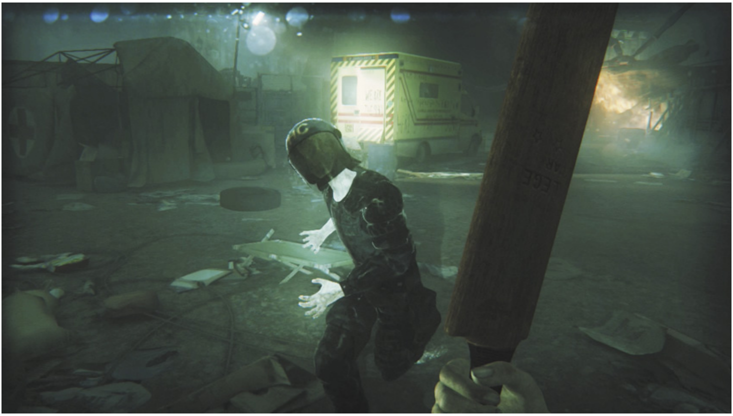
However, in all other respects, it is the same enemy type.

Enemy // Armored Guard



This foe is completely impervious to bullets in all body locations; it can't be dismembered. It can be knocked to the ground but doesn't take damage. Pushing these enemies is less effective than pushing Blighters. Defeat it by shooting its helmet to remove it, then shoot it in the head. When only one of these is attacking (and no other foes are present), use the cricket bat, although this is a laborious process.

Another option is to use the bat to remove the helmet and finish with a firearm. A more proficient way to kill an Armored Infected is by using explosives (mines, grenades, barrels, and the like). Use this method whenever possible. However, the foe's armor is fireproof, so pushing them into a fire isn't an option. Neither are Molotov cocktails. This foe cannot grab and eat you while its helmet is still on.



Move toward the wreckage of a triage area with two ambulances. As the thunder rolls and the rain pelts down, bring your cricket bat down on the helmet of a new foe: the Armored Guard [14]. When the helmet flies off, switch to the pistol and finish it. Then bring down a Blighter as you continue. Behind the second ambulance is a mesh fence with a gate you can't pass through; it requires a lockpick. Beyond the gate is the sewer entrance you need to reach. The Prepper upgrades your objective.

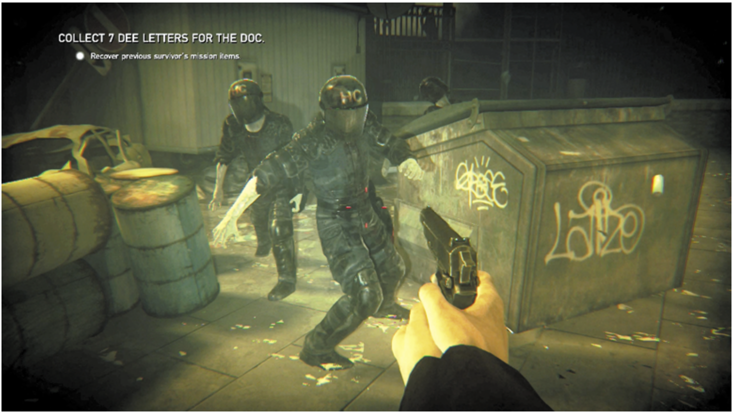
Royal Rumble

Objective 5: Find a Lockpicking Tool

Objective 6: Picklock Access to Sewer	
Danger Level:	

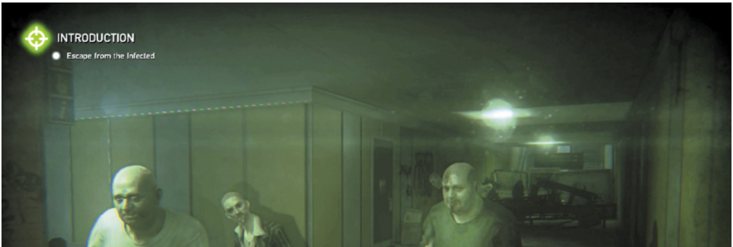
- Objective Marker: Yes
- Survivor Score: 10, 200
- Special Instructions: None

Incoming Infected



COLLECT 7 DEE LETTERS FOR THE DOC.

Recover previous survivor's mission items



INTRODUCTION

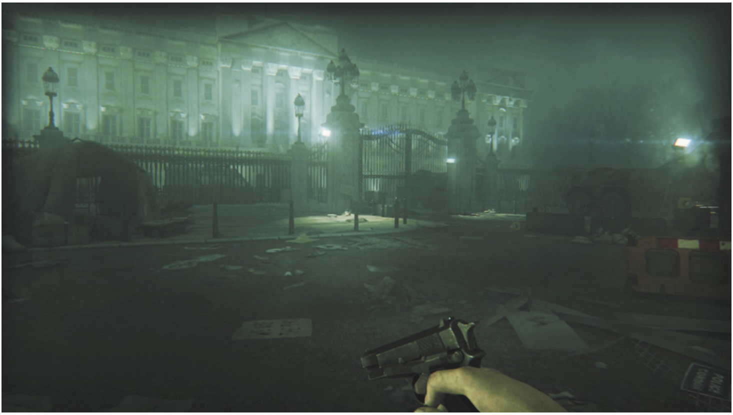
Escape from the Infected

OVERGROUND

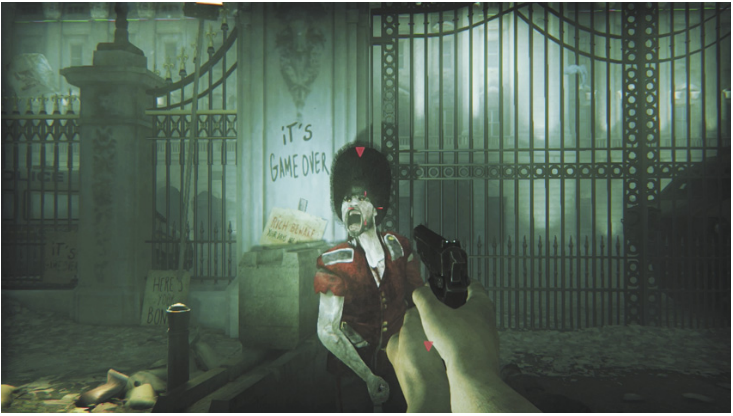
Victoria Memorial (Buckingham Palace Gates): Armored Guard, Blighter, Hunter (4), Horde (15+)

Caution

Warning! This next exploration is fraught with extreme danger! Be sure you're completely prepared and a devil of a shot with your chosen weapon!

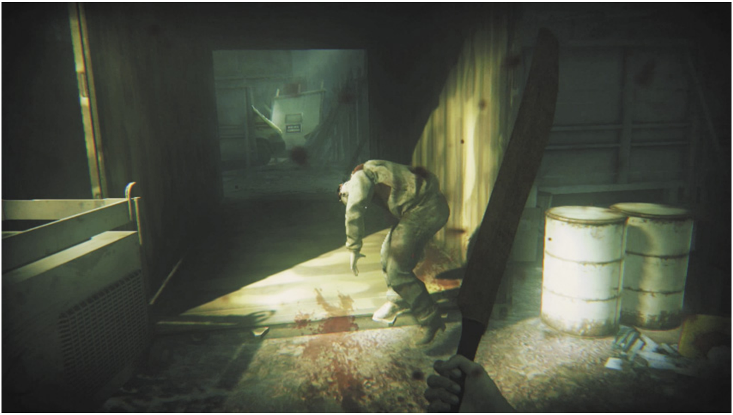


Before moving close to the burning helicopter wreckage, scan the area. Quickly grab anything you find; a burning soldier staggers through the fire and falls at your feet. Don't expend ammunition hitting him. Pass by the fire, and look up at the front of the palace [15]. The Prepper notices the flag of the queen has been raised upside down. This is a distress signal, which is a tad of an understatement; it's pretty far past distressing out here right now....



This feeling of despair strengthens as you reach the front gates; a guardsman is gnawing on the corpse of a dead soldier. Shoot the busby off the guard's head and back up. Then check the area for Infected [16]; there's usually a couple behind a machine-gun nest, in and past an open container. Deal with them quickly, before inspecting the machine gun; you want to ensure you're not caught from behind.

M2 TURRET AMMO

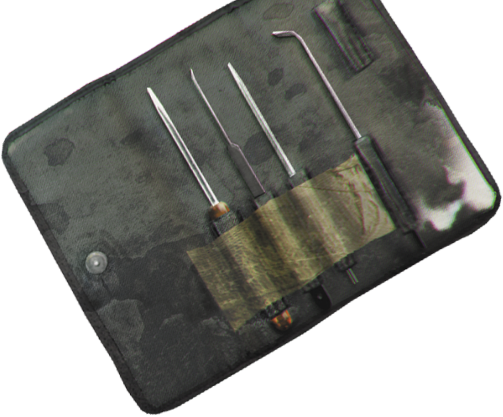


Now check the fixed machine-gun turret close to the open container. Grab the turret ammunition and other ammo supplies from the nest and adjacent metal container, just as an Armored Guard staggers into view. Before trying out the machine gun, head through the open cargo container [17] to a small metal shed with a newspaper article on the ground in front of it. Next, inspect the small metal container. Inside is a variety of ammo and the lockpicking tool you need. Fight another Infected coming at you through the open cargo container. The Shelter has a workbench and a place to save and sleep, but it's too dangerous to try the latter at the moment!

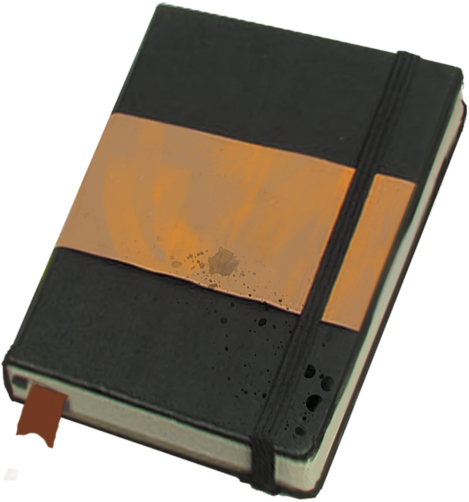
Tip

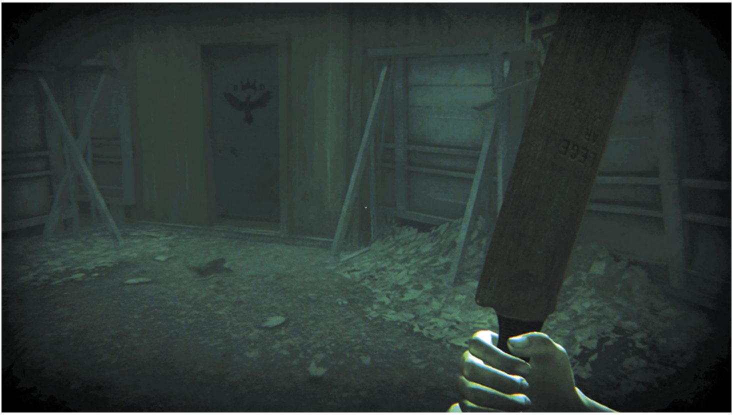
This is a second save point and workbench area. Use this if you survive the next battle or for future reference.

GEAR // LOCKPICKING TOOL



Notebook Addition // Newspapers (4/7)





Buckingham Palace Gates: In front of the Shelter, on the ground, near the lockpick container.

Weapon // Grenade

“Don’t mess around with these; pull the pin, count to three, and throw the bloody thing away.”

Gear // Lockpicking Tool

Certain doors are marked as “locked,” but not all can be opened by this tool. Doors that don’t allow the lockpicking tool are usually sealed from the other side and require you to enter from a different direction or use another item. Use your finger or thumb on the GamePad screen to line up with the end of the tool, moving it in a curve until a white circle around the lock forms. Move the tool left and right until the circle forms, then stop. Once the circle is formed, repeat this process until the entire lock is compromised and you can open the door.

A ferocious horde of Infected is closing in on your location. Expect around 15 zombified creatures to limp their way toward your tasty flesh. It’s time to take a stand at the palace gates: Here’s how to prevent it from being a last stand....

Plan 1: Dead by Dawn

Nina FOSTER
Score : 930

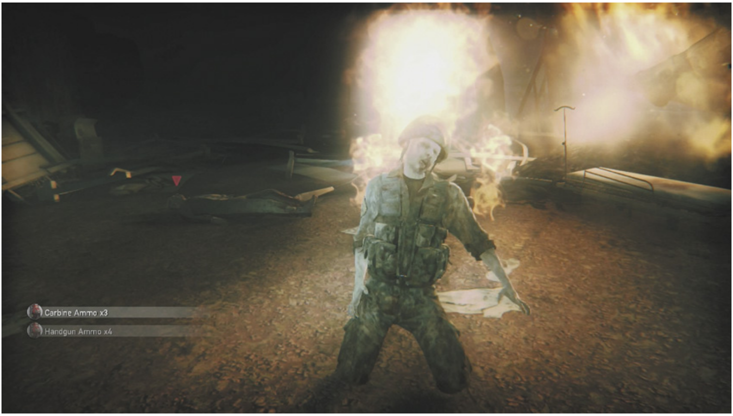
Effectiveness:	●○○○○

It’s rare to recommend giving up hope completely, but this is an option (albeit it an ill-advised one). However, this may be the first time you become well and truly overwhelmed and can’t seem to survive this area. So, why not remove all your important items back at the Safe House at the start of this mission, carry a bare minimum, and make a valiant but ultimately pointless stand before being overwhelmed? Your next Survivor encounters far fewer Infected, and if you die a second time, the horde disappears when your third Survivor inspects the scene of the mauling. Now you can flee to the sewers with ease!

Tip

Have you died multiple times? Then the third time you start with a new Survivor, you already carry a BOB, and the important items and weapons are scattered among the areas you’ve previously discovered. Find out where everything is back at the Safe House by checking the CCTV computer monitors and your Prepper Pad.

Plan 2: Come Get Some

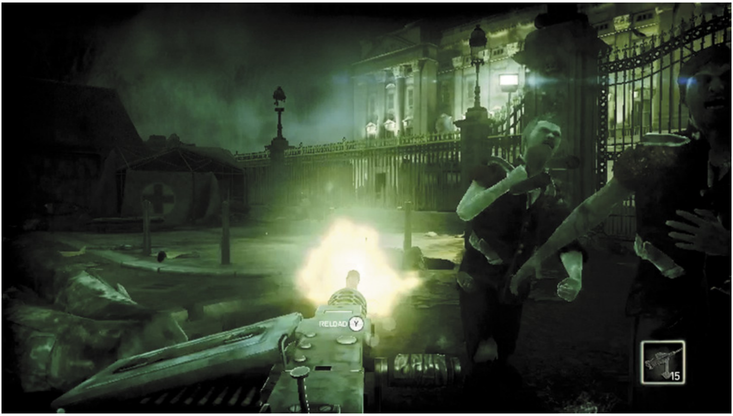


Effectiveness:	●●○○○

Plan 1 was a terrible idea. So why not fight fire with fire? There are a few explosive barrels scattered around the medical tents, APC vehicles, and other scenery. Use them to set light to the Infected who swarm this location, and you’ll use up fewer bullets. As the horde becomes more troublesome, grab one or both grenades and predict where a group of enemies will be. Lob a grenade to detonate, killing multiple Infected at once. Lobbing a flare and then a grenade is another option. You’re likely to be left with only stragglers if you’re accurate. And lucky. Unfortunately, you use up all of your ammunition.

PLAN 3: Mass Murder

Look at your Wii U GamePad.



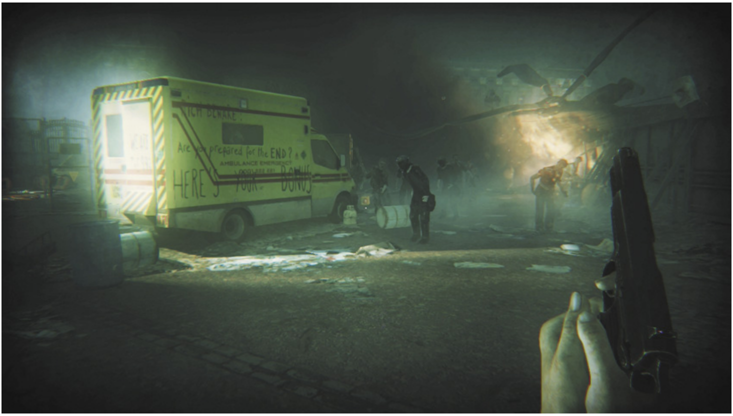
Effectiveness:	💀💀💀💀☠

Want to keep your internal organs inside your soft, fleshy skin and not expend any personal ammunition while fighting the horde? Then head to the machine-gun nest and gather all the ammunition on the concrete barrier and the adjacent container. As the horde arrives, spray them with turret fire, reloading in the lulls between waves of foes. When you've used over 300 bullets, race to the metal container outside the Ravens Shack, grab the 180 additional bullets, and reload only when the coast is clear. You're able to mow down the entire horde using this plan.

Caution

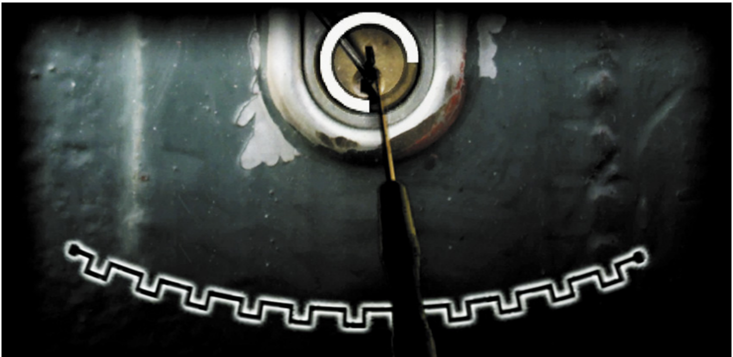
Use sharp, pinpointed bursts of turret fire at the horde. Reloading takes a while, so attempt it between waves of foes, and detach yourself and retreat if you get overrun.

Plan 4: A Flare for the Outrageous

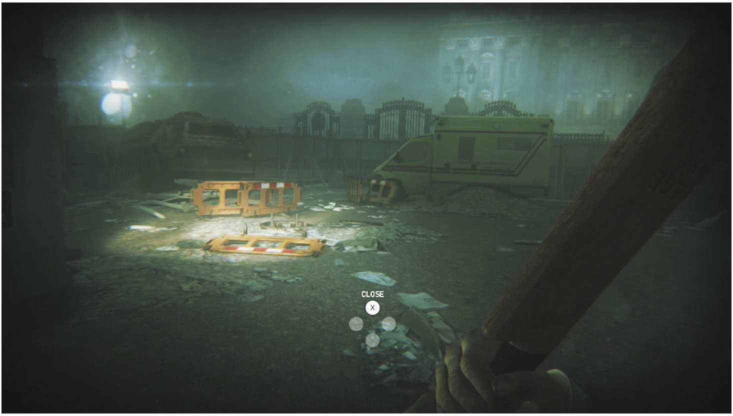


Effectiveness:	●●●●○

An alternate method to this horde combat is to perfect the art of running, shoving, and dodging. Grab what ammo you need from the metal container near the Ravens Shack, ensure you have the lockpicking tool, and then sprint back toward the ambulances and the gate you have to open. The horde follows you, but not when you lob a flare along the way, giving you just enough time to unlock the gate, shut it behind you, and dive down the sewer manhole.



If it’s safe to save, head to the Shelter and sleep (if you chose Plans 2 or 3). Then head to the locked gate you couldn’t open and activate the lock [18]. Trace your finger in a curved motion left to right so the lockpick catches the lock and the Pad rumbles slightly. Wait until the circle around the lock fills to white, unlocking the door. Then step through into a secondary containment courtyard [19] with an ambulance. Rummage around in the nearby open container for an upgrade and an open manhole (this isn’t a shortcut). Use the ladder and escape this madness!



UPGRADE // SPEED

Tip

If you’re under duress during the lockpicking or ladder descent, remember that the former is easier if you’ve lobbed a flare to preoccupy any undead, and the latter is easier if you stand by the ladder, not on the opposite side of the manhole.

Wading Through Effluent

Objective 7: Reach the Royal Bunker Entrance	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 10, 200
- Special Instructions: None

Incoming Infected

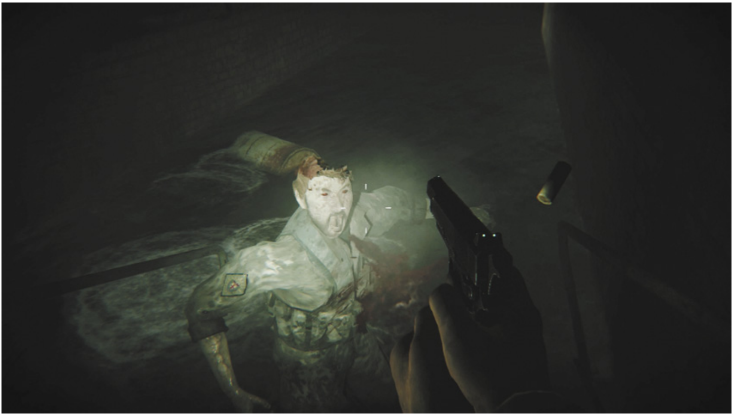
INTRODUCTION
Escape from the Infected

Victoria Memorial (palace sewers): Blighter, Hunter (4)

INTRODUCTION
Escape from the Infected

Victoria Memorial (palace pump house and walkways): Blighter

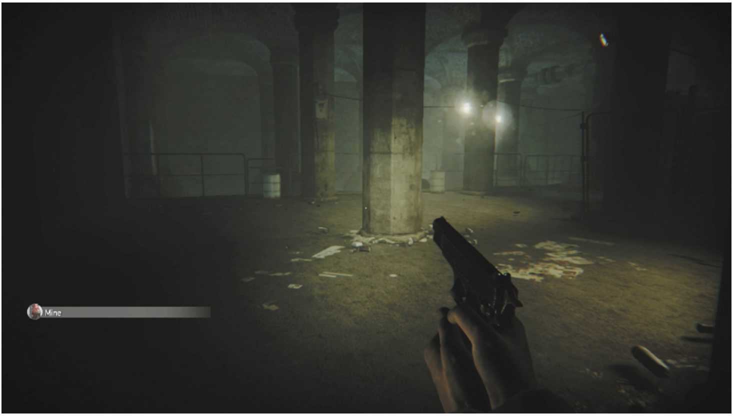
You may be craving a respite from the Infected, but don't let your guard down for a second as you head down a narrow, brick-lined tunnel with two alcoves; expect a Blighter attack along the way [20]! Search the corpses for items to use, then step out into a larger sewer tunnel and turn right. Take the metal steps down to the water, or fall into the effluent channel, but only after removing an Infected threat from the dry upper ground.



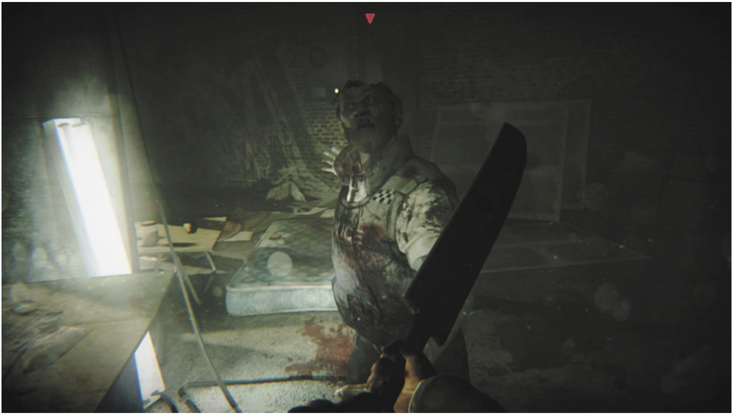
It's strange to think this sewage you're wading through is the least grotesque activity you've managed today, and it's going to get a little messier: At the end of the channel is a grating blocking your path and an Infected to face. You can flee, but you're exposed to attacks from behind. Instead, climb on the half-fallen metal steps [21], and shoot the beast from range. Then climb the rungs embedded into the sewer wall, at the grating blocking your path.

Caution

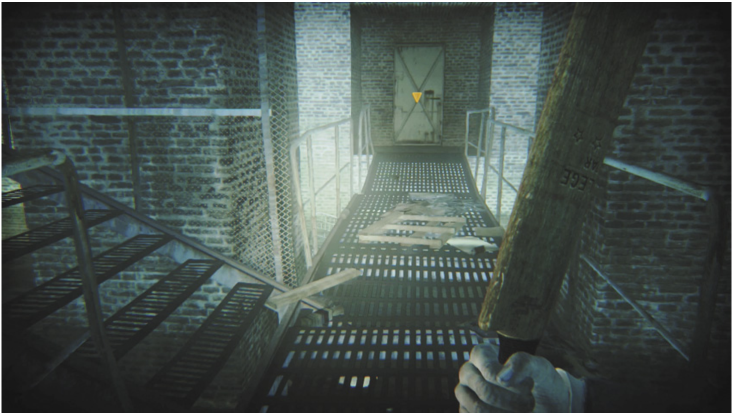
Don't get caught in the deeper water with your BOB over your head; you're simply a fleshy meal for the nearby Infected. Get on higher ground now!



Don't worry about any rodents as you reach the open hatch door leading to a narrow, earthen tunnel. Instead, drop the Infected that lurches out at you. The tunnel opens to a large, Victorian underground cathedral of arches [22], the remains of an old pump house and walkways. Check to your right at once.



Squeeze through the gap in the chain-link fence [23], and quickly remove a prone Infected before it can stand and attack. This makeshift camp has long since been overrun, but there's an important CCTV Junction Box to hack on the right wall. After you do this, escape the small camp and look for a long metal walkway [24] that eventually leads to the palace bunker entrance. Along the way, the Prepper puts his tinfoil hat on and postulates wildly about the fate of Her Majesty.



CCTV // JUNCTION BOX

Lore: The Queen (Prepper commentary)

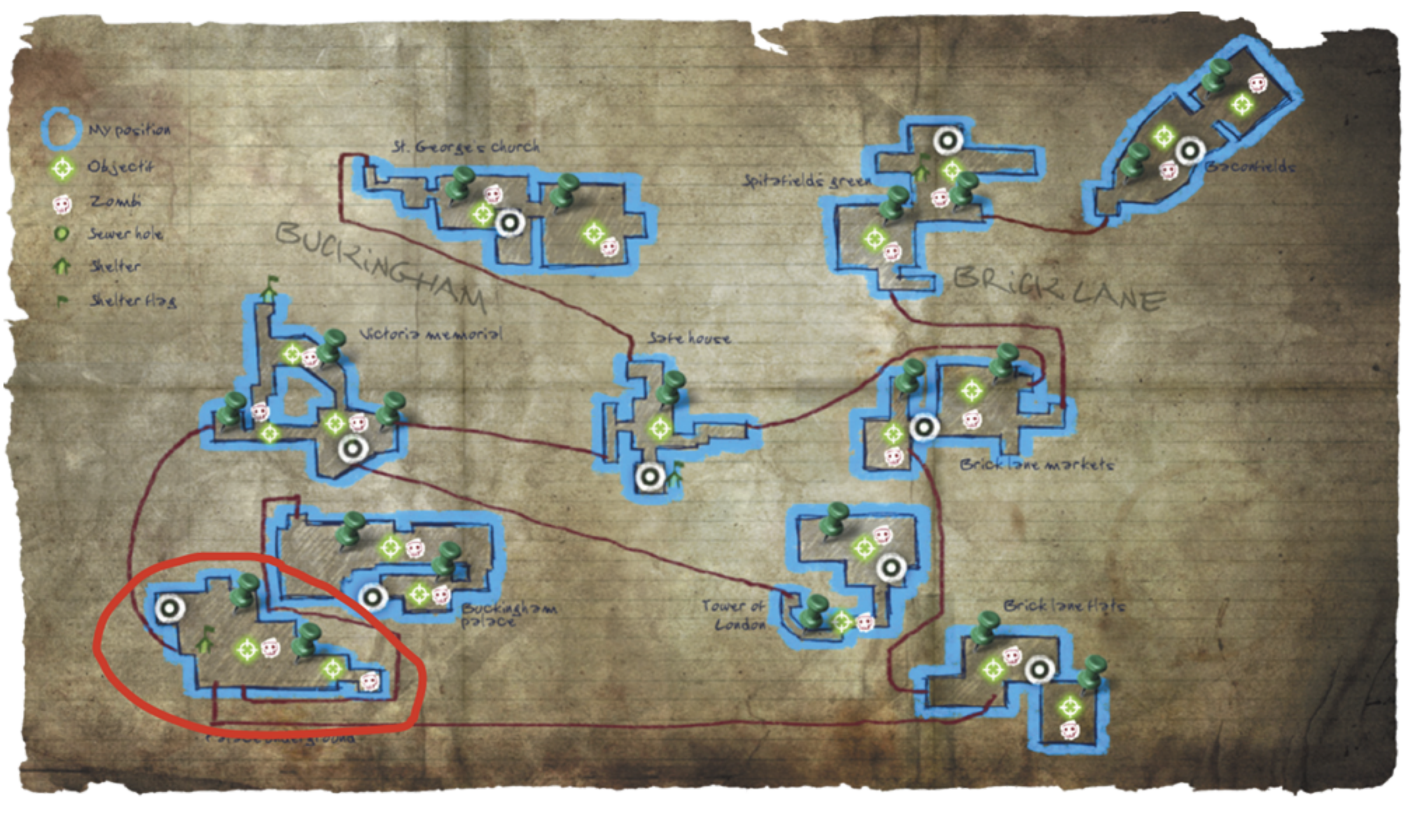
“Lovely woman, the Queen. For an ancient lizard posing as a human, anyway. But I tell you, she knows the score. It’s the government that didn’t want anyone to know about Dee’s prophecy, not Her Maj. I hope they get her away to India, or something. Their climate’s better for reptiles, anyway.”

Mission 04 Completed: Maximum Survivor Score: +630

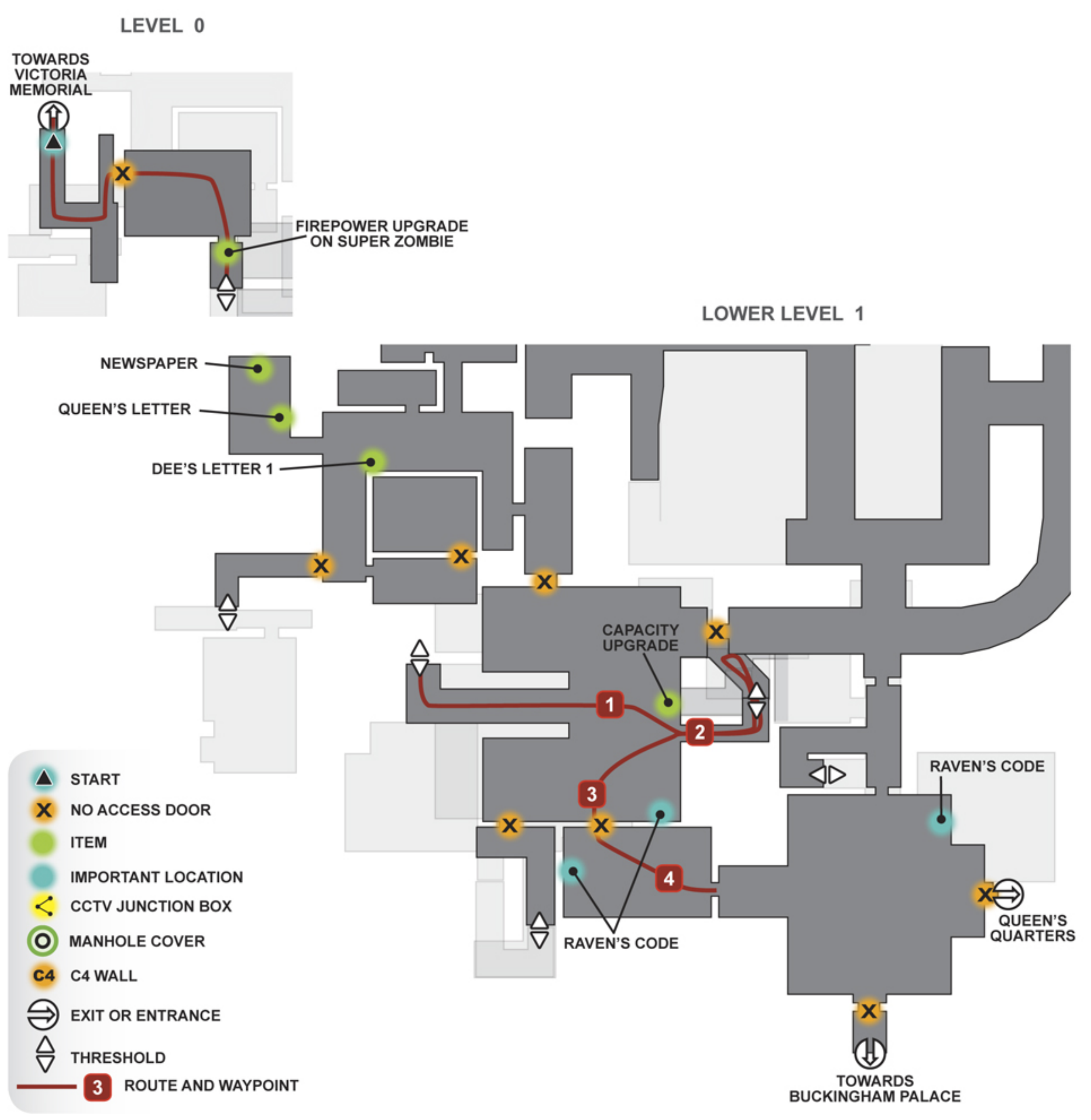
Missions

Mission 05

SCAVENGE THE ROYAL BUNKER FOR SUPPLIES


My position
Objective
Zombi
Sewer hole
Shelter
Shelter flag
St. George's church
Spitalfields green
Spitalfields
BUCKINGHAM
BRICK LANE
Victoria memorial
Safe house
Brick lane markets
Buckingham palace
Tower of London
Brick lane Hate
Palace underground

Location: Palace Underground (Royal Bunker)


LEVEL 0
TOWARDS VICTORIA MEMORIAL
FIREPOWER UPGRADE ON SUPER ZOMBIE
LOWER LEVEL 1
NEWSPAPER
QUEEN'S LETTER
DEE'S LETTER 1
CAPACITY UPGRADE
1
2
3
4
RAVEN'S CODE
RAVEN'S CODE
QUEEN'S QUARTERS
TOWARDS BUCKINGHAM PALACE
START
NO ACCESS DOOR
ITEM
IMPORTANT LOCATION
CCTV JUNCTION BOX
MANHOLE COVER
C4 WALL
EXIT OR ENTRANCE
THRESHOLD
3 ROUTE AND WAYPOINT

Overview

After the frightening lunacy of navigating a zombie-infested containment zone outside the queen's residence, it's time to explore the concrete labyrinth located underneath the palace. This culminates in an encounter with a royal doctor who may prove to be the savior of London...or a misguided fool with a penchant for baroque music.

Objective

- Objective 1: Enter and loot Buckingham Palace Underground.

Important Items

Upgrade: Capacity

Meeting a Knight of the Realm

New Location // Palace Underground (Royal Bunker)

Objective 1: Enter and loot Buckingham Palace Underground

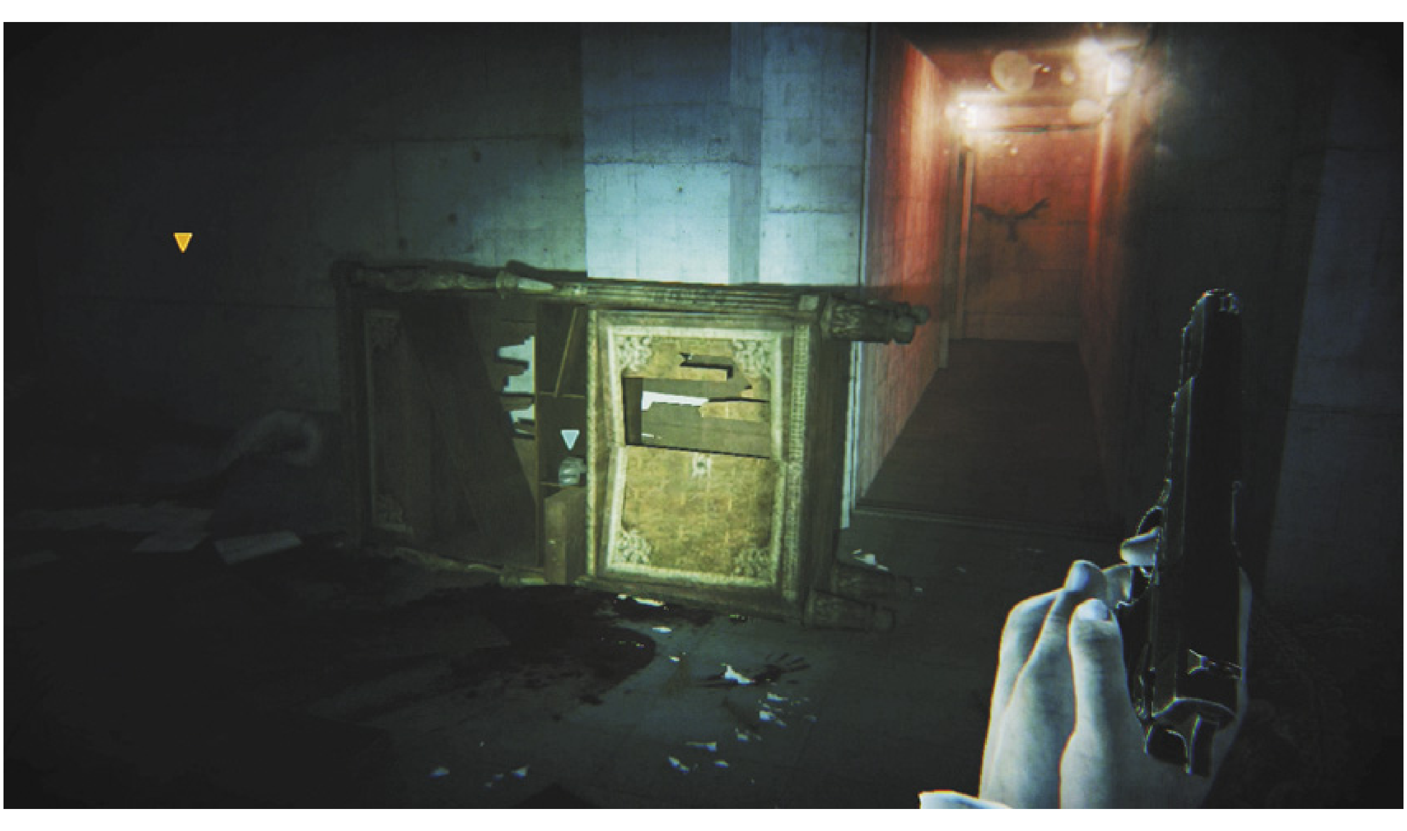
Danger Level:	● ○ ○ ○ ○

- Objective Marker: No
- Survivor Score: 50
- Special Instructions: None

Descend the dense, concrete corridor steps, and sidestep into a sealed chamber (the security door at the end of the corridor is sealed tight). Scan the locked blue door with the clamped lock; the Prepper unlocks it for you. Step through into what was once an ornate and lavish entrance hub [1]. The Prepper loses your signal due to the bunker's shielding. Take a moment to thoroughly scan this chamber to spot the following:

- Entrances: Including the stairs you came from, there are six separate thoroughfares from this chamber. However, most are locked. Explore whichever ones you wish (four of these are shut via locked metal doors).
- Items: Expect to find some minor items among the rubbish and a Capacity upgrade inside an upturned ornate cabinet.
- Oddities: One of the paintings (the gold-framed portrait of the gentleman in the powdered wig) gives a strange reading on your Prepper Pad. Perhaps a Pad Upgrade might reveal more information? For now, leave this puzzle alone.

UPGRADE // CAPACITY UPGRADE



With all four of the main doors locked, make sure you locate the narrow passage illuminated with a red light [2] and a Ravens sign scrawled on the wall. Follow the curved stairs down to an equally tight corridor with two sealed doors at either end. More importantly, there's a blue door on one of the walls that you can open, leading into a small storage room.

Tip

This is a save point and workbench area. Use this now, and use it constantly in the future. Don't forget it's there!

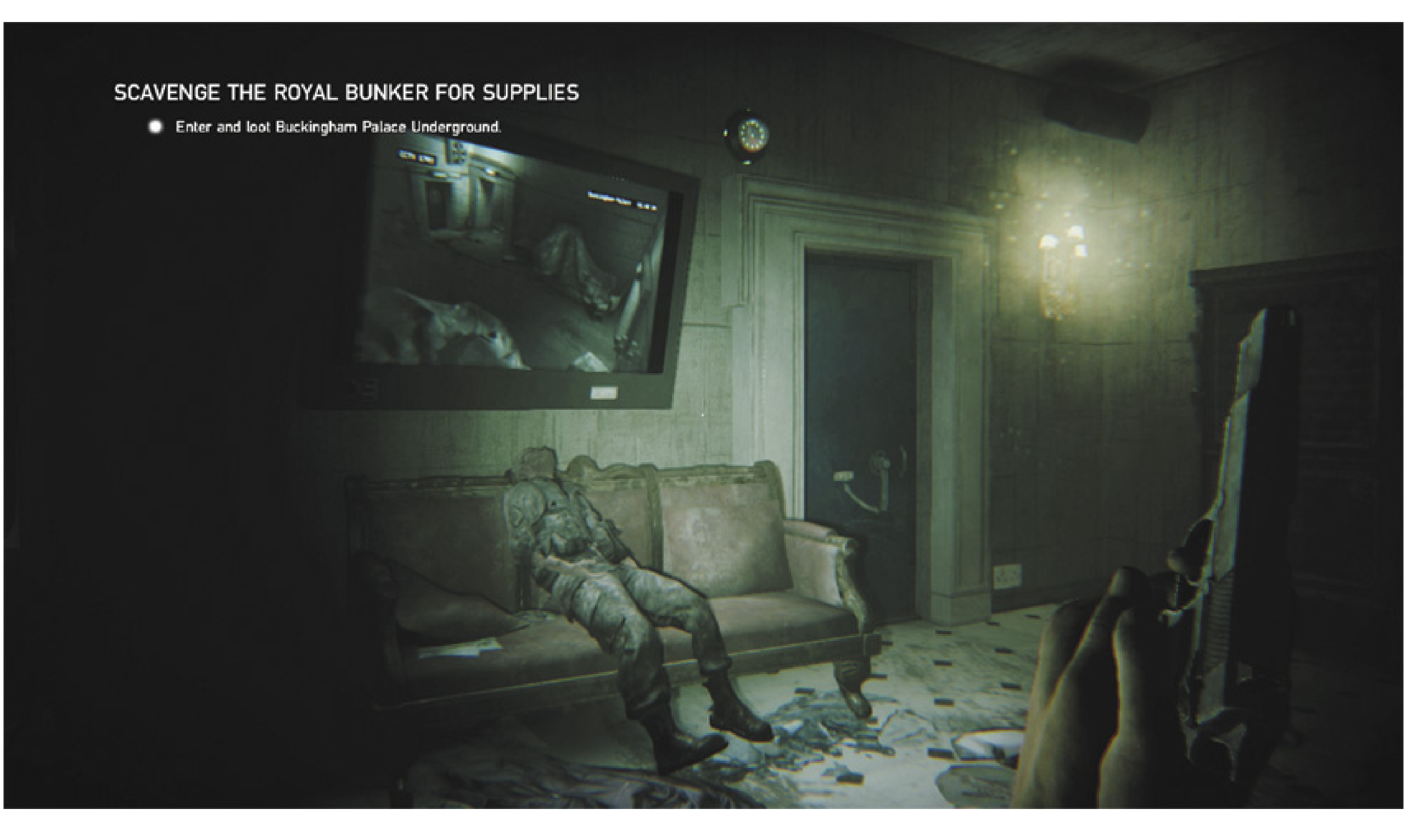
Tip

You're close to discovering a new weapon. Save your upgrades for the moment.

After sleeping, ascend back up to the ornate hub chamber, and check the middle door on the left wall (to the right of the odd painting). Use your lockpicking tools to open this door [3]. Step through into the ruins of a fancy waiting chamber. After a quick scan of the room (noting another "oddity" in the large painting to the right of you), head toward the large monitor by the slumped corpse on the antique sofa. An intercom crackles to life!

Tip

There are three parts to this lock, so take your time and perfect this technique so you can attempt it under more dangerous circumstances in the future.


SCAVENGE THE ROYAL BUNKER FOR SUPPLIES
Enter and loot Buckingham Palace Underground.

Another Survivor has spotted you [4]! He seems like a sterling fellow, introducing himself as Peter Knight and inviting you to join him in the palace laboratory. After that, the adjacent door swings open, allowing access into the palace bunker's inner chambers.

Characters // Doctor Peter Knight

Hello... Oh. I see you found Gesner's book. I do hope it wasn't too much trouble... pass it through, would you?

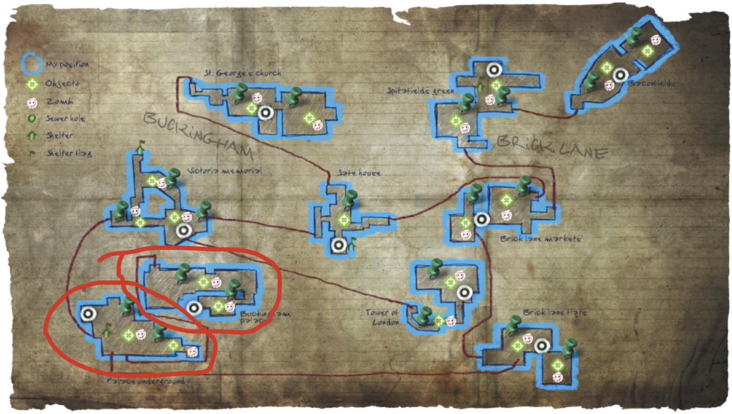
Doctor Knight began as an army medic before being posted to the palace. Technically part of the Omega group, Knight had the good sense (and good luck) to barricade himself inside the most secure shelter in all of London. It is here he experiments on what were once his fellow soldiers, attempting to create a cure for the Blight based on medieval scientific postulations, which he's made some progress with. He is particularly fond of Dowland, Byrd, and early Renaissance music.

Mission 05 Completed: Maximum Survivor Score: +50

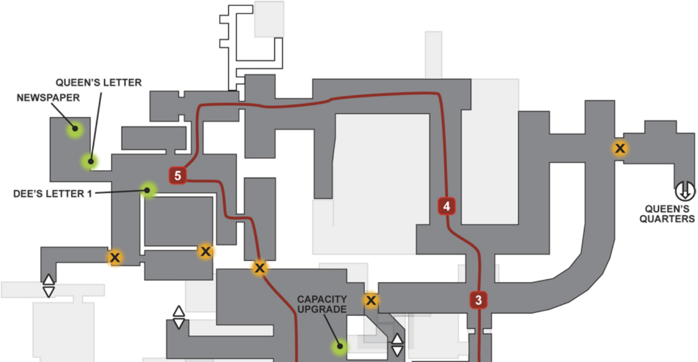
Missions

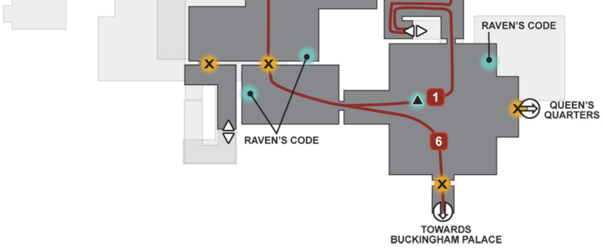
Mission 06

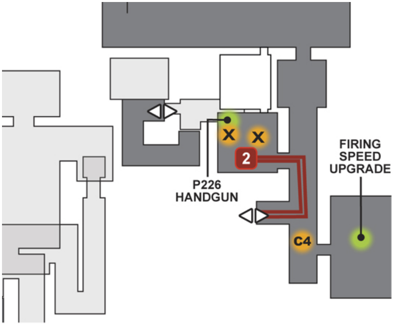
MEET THE ROYAL DOC



Location: Palace Underground (Royal Bunker)

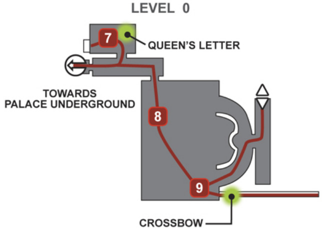




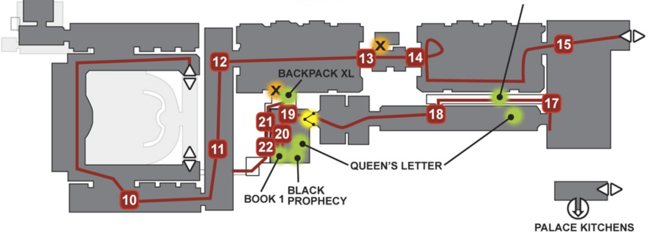


▲	START
X	NO ACCESS DOOR
●	ITEM
●	IMPORTANT LOCATION
<	CCTV JUNCTION BOX
◎	MANHOLE COVER
C4	C4 WALL
⇒	EXIT OR ENTRANCE
△▽	THRESHOLD
— 3	ROUTE AND WAYPOINT

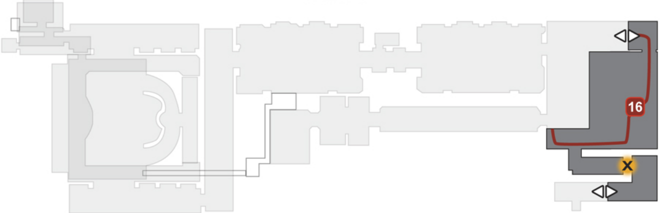
Location: Buckingham Palace (Interior)



LEVEL 1

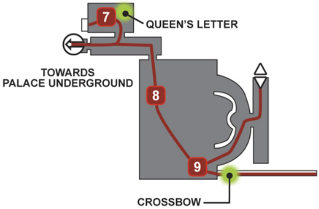


LEVEL 2

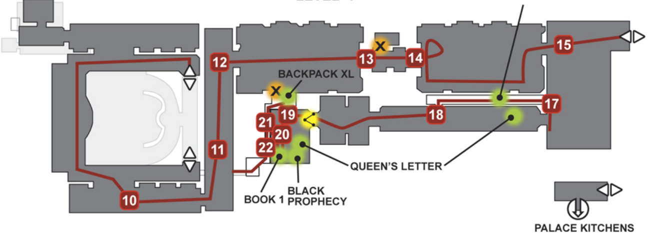


Location: Buckingham Palace (Interior)

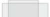
LEVEL 0

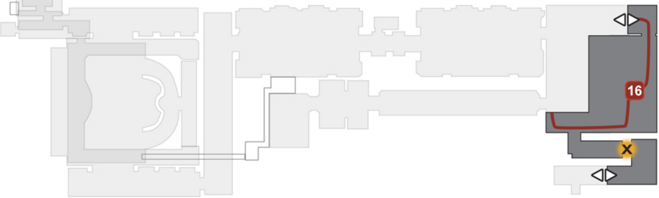


LEVEL 1



LEVEL 2





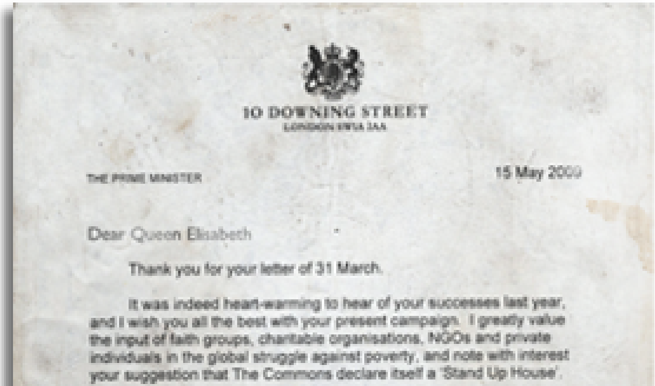
Overview

It seems you've made a new and possibly important friend with the skill and judgment necessary to turn this terrible Blight into a mere catastrophe instead of an apocalypse. However, for his good work to continue, it's a good idea to find the tome he seeks. You're whisked up into the palace by the Royal elevator and can stroll about the interior of Buckingham Palace, gazing at the fine art and antiques, all being ruined, drooled on, and burned by ravenous Infected, including once-loyal palace servants. Battle them throughout the interior and find that blessed book!

Objectives

- Objective 1: Reach the Doc.
- Objective 2: Reach Buckingham Palace interior.
- Objective 3: Retrieve "De Rimedi Secreti."
- Objective 4: Give "De Rimedi Secreti" to the Doc.
- Objective 5: Upgrade your Survival Kit and take the syringe.
- Objective 6: Scan the Infected patient.
- Objective 7: Kill the Infected patient.
- Objective 8: Collect Infected Gland Sample.

Important Items



10 DOWNING STREET
LONDON SW1A 2AA

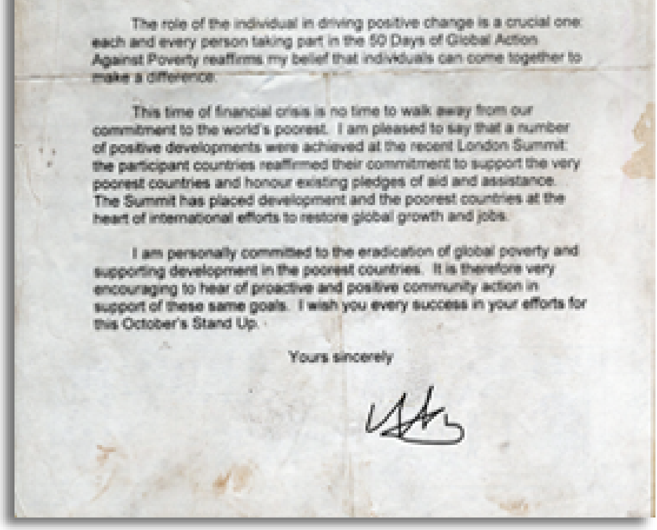
THE PRIME MINISTER

15 May 2009

Dear Queen Elisabeth

Thank you for your letter of 31 March.

It was indeed heart-warming to hear of your successes last year, and I wish you all the best with your present campaign. I greatly value the input of faith groups, charitable organisations, NGOs and private individuals in the global struggle against poverty, and note with interest your suggestion that The Commons declare itself a 'Stand Up House'.



The role of the individual in driving positive change is a crucial one: each and every person taking part in the 50 Days of Global Action Against Poverty reaffirms my belief that individuals can come together to make a difference.

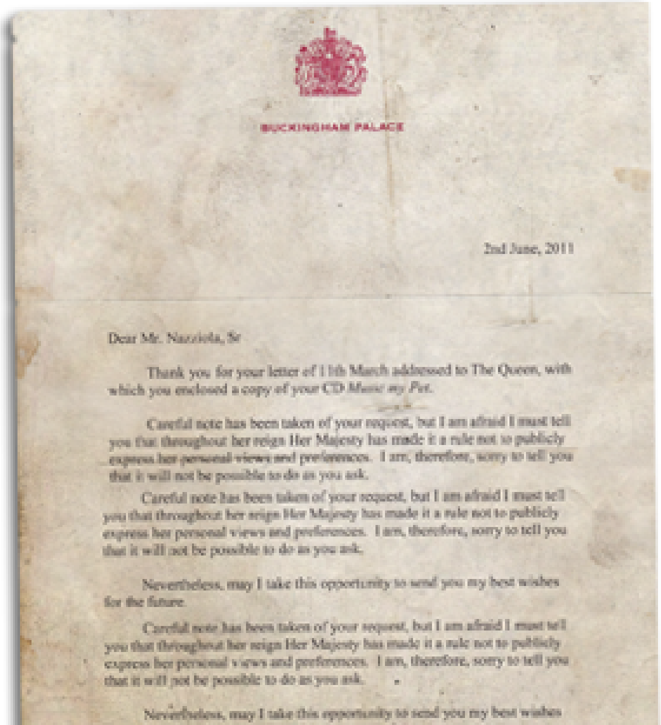
This time of financial crisis is no time to walk away from our commitment to the world's poorest. I am pleased to say that a number of positive developments were achieved at the recent London Summit: the participant countries reaffirmed their commitment to support the very poorest countries and honour existing pledges of aid and assistance. The Summit has placed development and the poorest countries at the heart of international efforts to restore global growth and jobs.

I am personally committed to the eradication of global poverty and supporting development in the poorest countries. It is therefore very encouraging to hear of proactive and positive community action in support of these same goals. I wish you every success in your efforts for this October's Stand Up.

Yours sincerely

Queen’s Letters #1

P226 Pistol



BUCKINGHAM PALACE

2nd June, 2011

Dear Mr. Nazziola, Sr

Thank you for your letter of 11th March addressed to The Queen, with which you enclosed a copy of your CD *Music my Pet*.

Careful note has been taken of your request, but I am afraid I must tell you that throughout her reign Her Majesty has made it a rule not to publicly express her personal views and preferences. I am, therefore, sorry to tell you that it will not be possible to do as you ask.

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Nevertheless, may I take this opportunity to send you my best wishes for the future.

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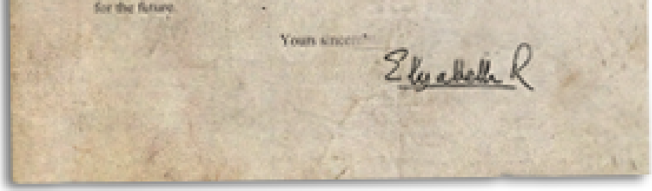
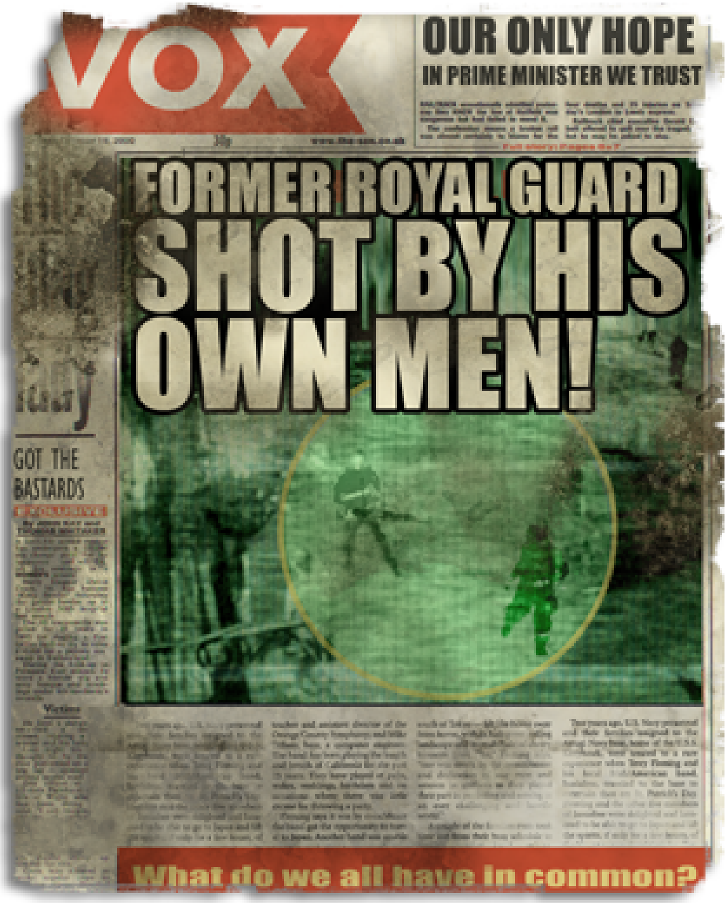


for the future.

Yours sincerely

Elizabeth R

Queen's Letters #2



VOX

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IN PRIME MINISTER WE TRUST

Full story: Pages 6+7

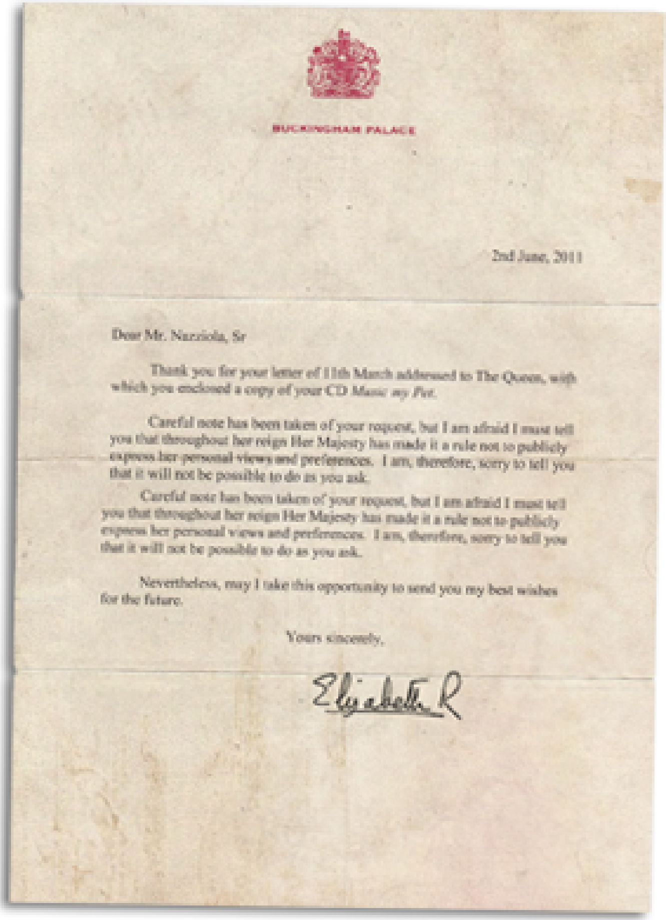
FORMER ROYAL GUARD SHOT BY HIS OWN MEN!

GOT THE BASTARDS

EXCLUSIVE

What do we all have in common?

Newspapers #5



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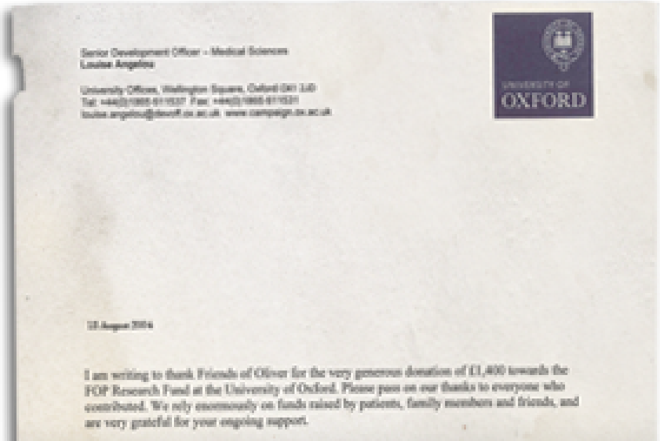
Yours sincerely,

Elizabeth R

Queen’s Letters #3

Hunting Crossbow

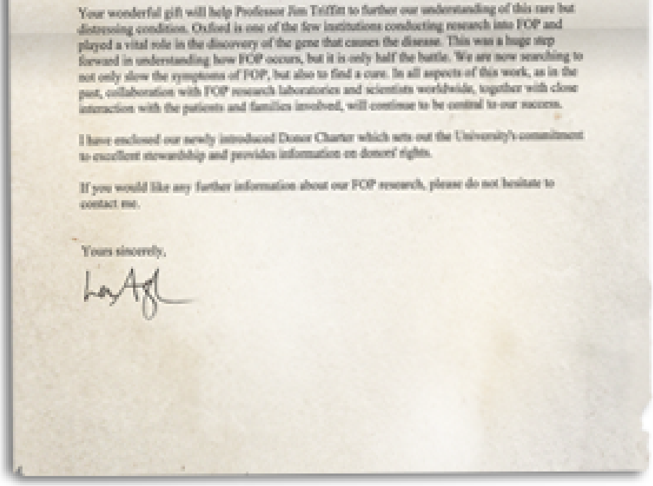


Senior Development Officer – Medical Sciences
Louise Angelou

University Offices, Wellington Square, Oxford OX1 2JD

UNIVERSITY OF
OXFORD

I am writing to thank Friends of Oliver for the very generous donation of £1,400 towards the FOP Research Fund at the University of Oxford. Please pass on our thanks to everyone who contributed. We rely enormously on funds raised by patients, family members and friends, and are very grateful for your ongoing support.



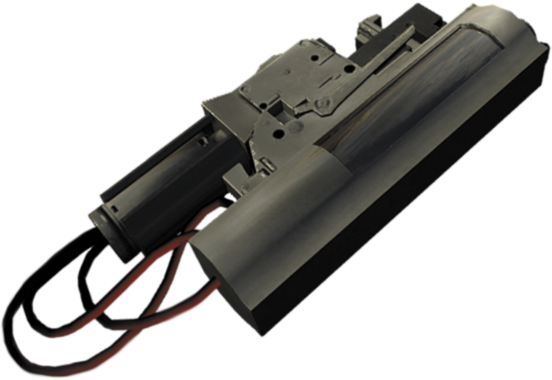
Your wonderful gift will help Professor Jim Triffitt to further our understanding of this rare but distressing condition. Oxford is one of the few institutions conducting research into FOP and played a vital role in the discovery of the gene that causes the disease. This was a huge step forward in understanding how FOP occurs, but it is only half the battle. We are now searching to not only slow the symptoms of FOP, but also to find a cure. In all aspects of this work, as in the past, collaboration with FOP research laboratories and scientists worldwide, together with close interaction with the patients and families involved, will continue to be central to our success.

I have enclosed our newly introduced Donor Charter which sets out the University's commitment to excellent stewardship and provides information on donors' rights.

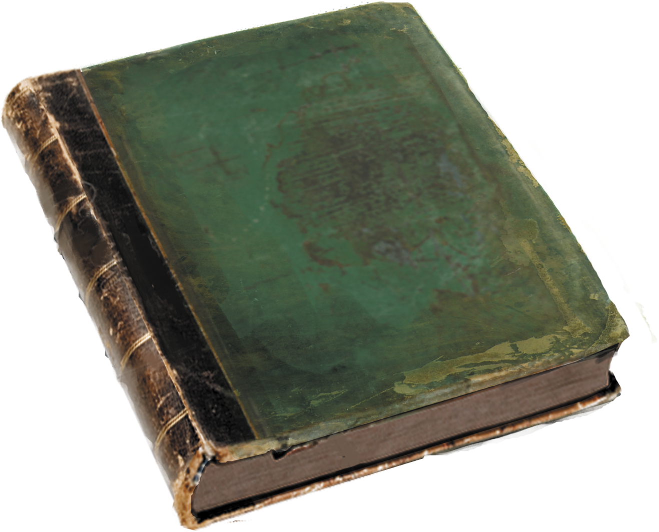
If you would like any further information about our FOP research, please do not hesitate to contact me.

Yours sincerely,

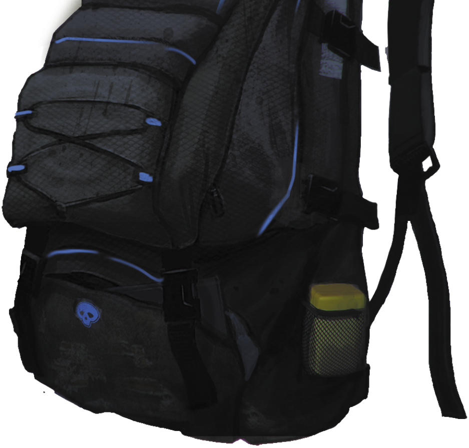
Queen’s Letters #4



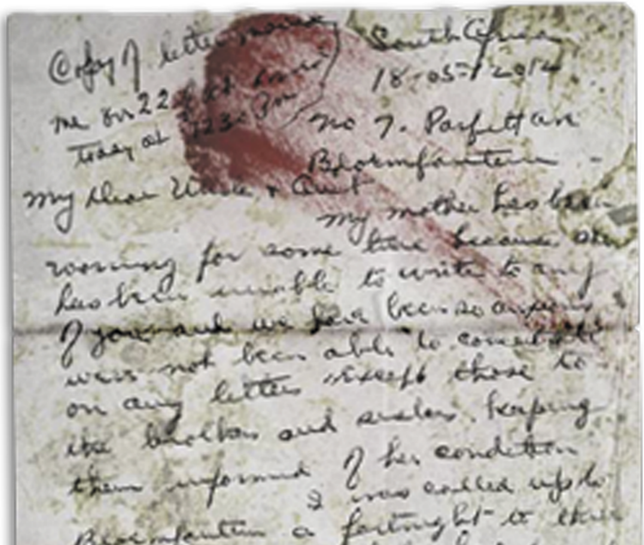
Upgrade: Firepower



Gesner’s “De Rimedi Secreti”



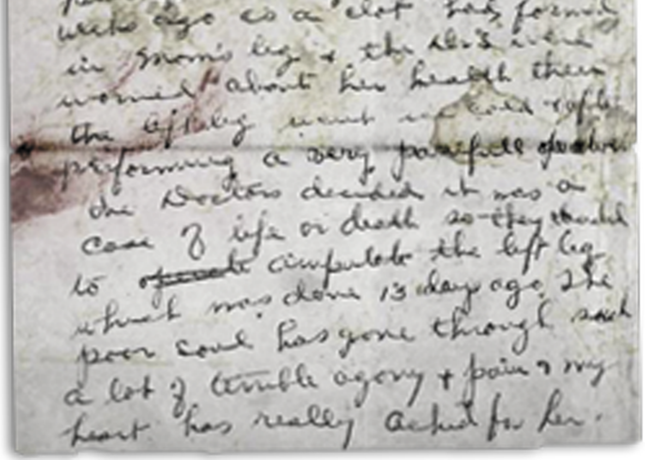
Backpack XL



Copy of letter [illegible] South Africa
me on 22 [illegible] 18-05-12014
Today at 12.30 pm No 7. Parfitt Ave
Bloemfontein

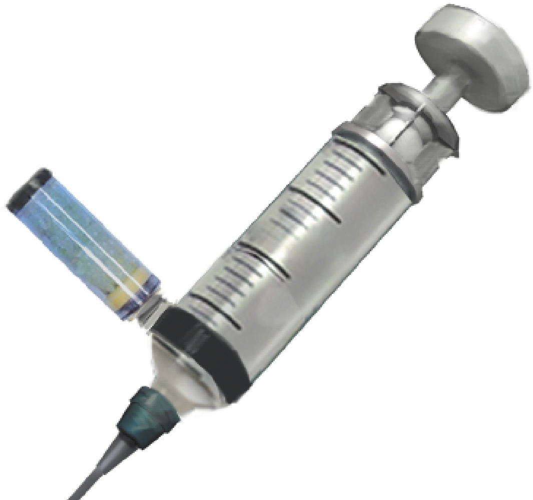
My dear Uncle & Aunt

My mother has been worrying for some time because she has been unable to write to any of you and we have been so anxious [illegible] were not been able to [illegible] on any letter except those to the brothers and sisters, keeping them informed of her condition. I was called up to Bloemfontein a fortnight to the

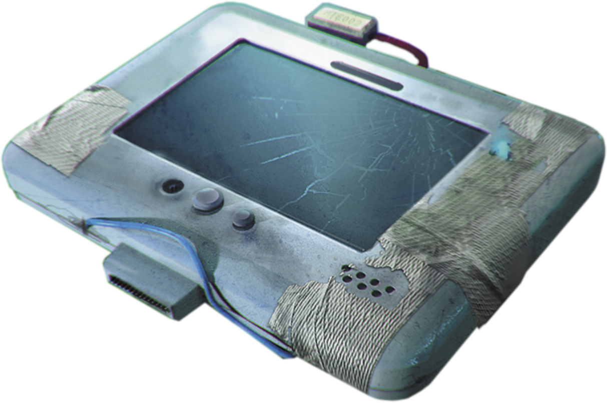


weeks ago as a clot had formed
in mom's leg & the Dr's were
worried about her health then
the left leg went ice cold after
performing a very painful operation
the Doctors decided it was a
case of life or death so they should
to ~~operate~~ amputate the left leg
which was done 13 days ago, she
poor soul has gone through such
a lot of terrible agony & pain & my
heart has really ached for her.

Black Prophecy #2

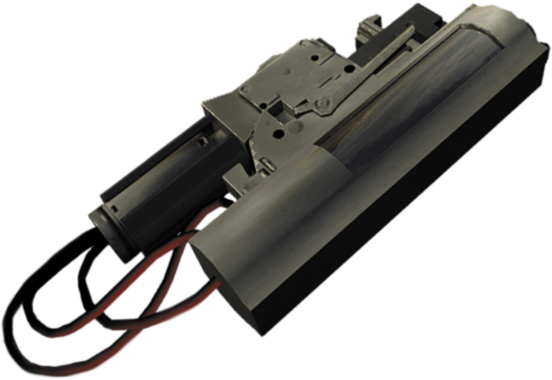


Virucide Shot



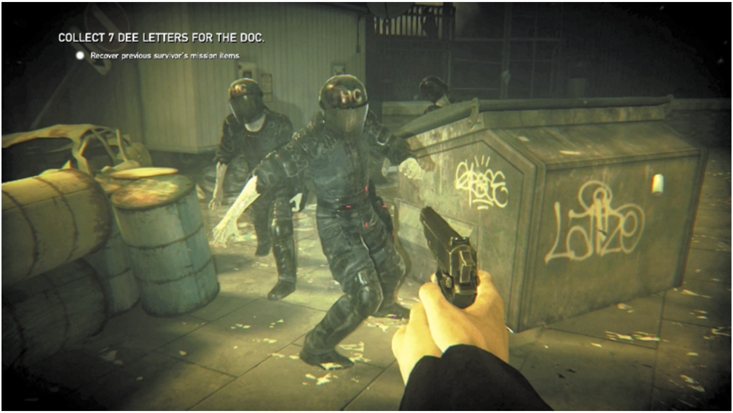
Prepper Pad (Upgrade)

Virucide Shot (Full)

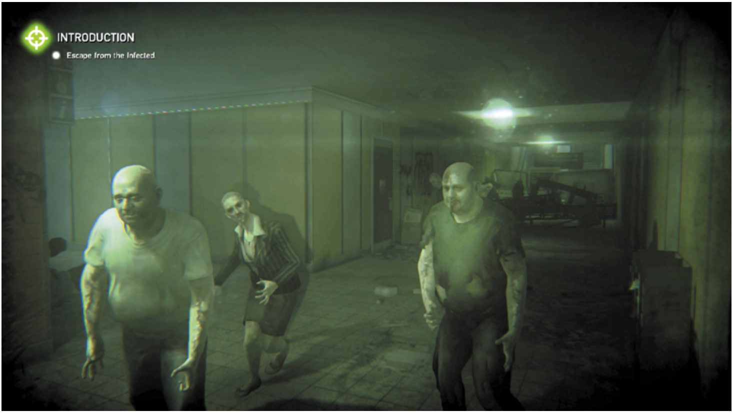


Upgrade: Firepower (Brick Lane)

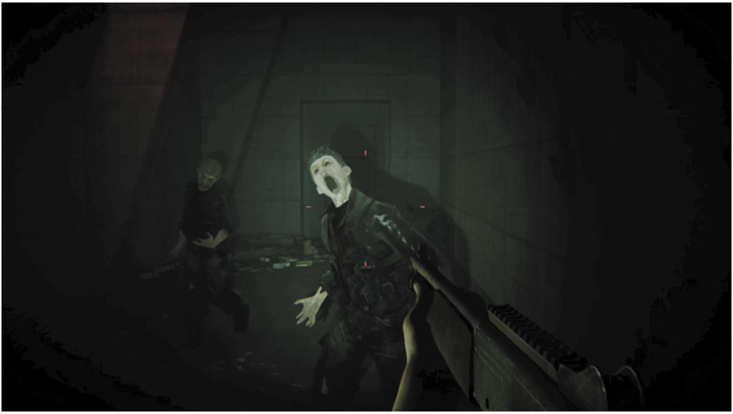
Enemy Appearances


COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items
HC
HC

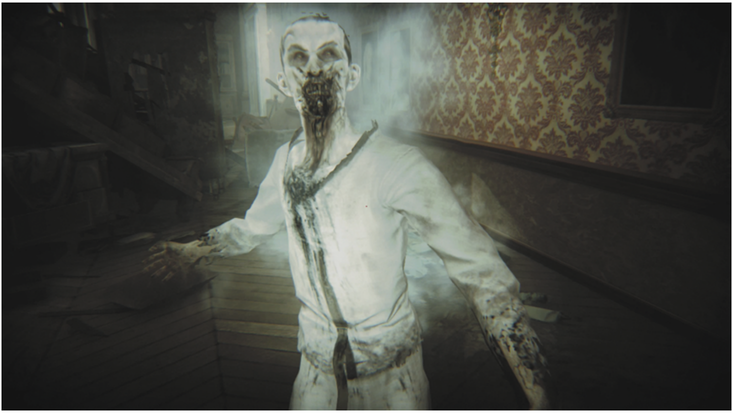
Armored Guard



Blighter



Hunter



Spitter

Secrets Under the Palace

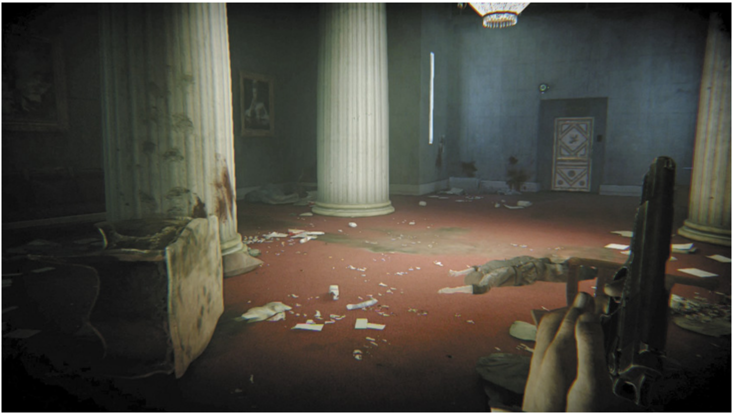
Palace Underground (Royal Bunker)

Objective 1: Reach the Doc	
Danger Level:	● ○ ○ ○ ○

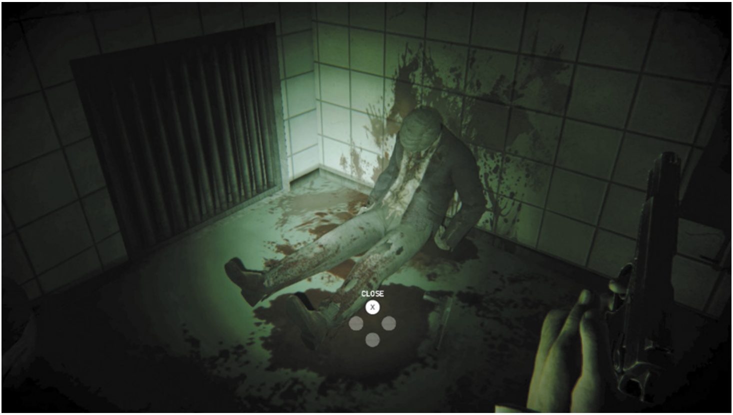
- Objective Marker: Yes
- Survivor Score: 50
- Special Instructions: None

Incoming Infected

Palace Underground (Royal Bunker): Hunter (6) (no threat)



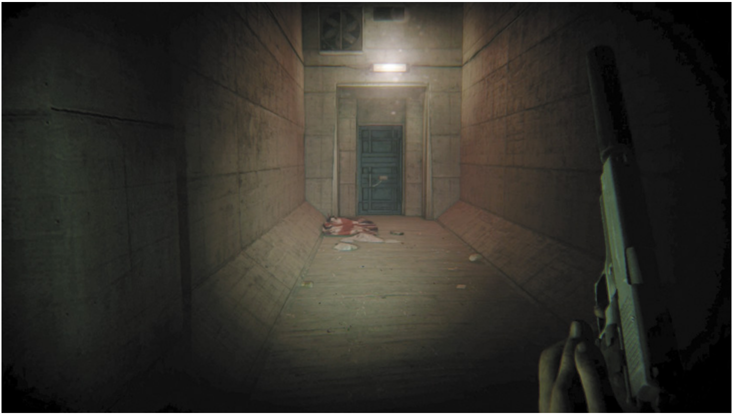
Enter the Royal Entrance chamber [1], and thoroughly scan the area, which shows signs of combat. There's a soldier's corpse and usually some ammo along with another odd painting. Closer investigation at the ornate door (with the strange image of a manticore with a human head embossed on it) reveals you need a specific security clearance to open it. This isn't available for a while, so concentrate on the locations you can access.



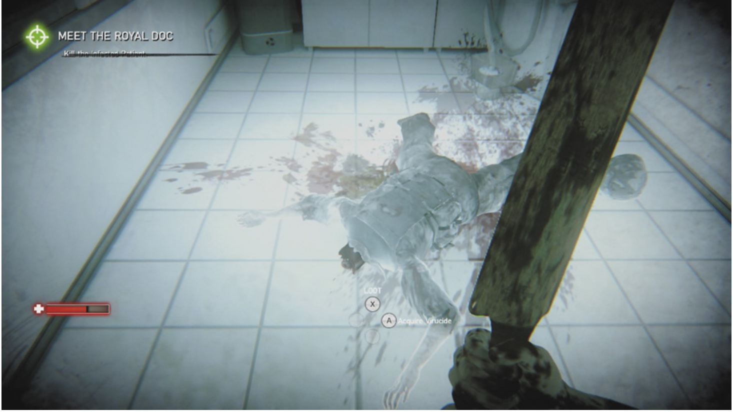
The only way forward is via the unlocked metal door in one of the walls, which leads to a dark stairwell and an unlocked door opposite. Check the stairs to the left first; they lead to a lower corridor directly under the first. There's a giant barricade of furniture and trash (which requires C4 to remove and can't be accessed until Mission 09). There's also a second barricade that is completely inaccessible. The area of interest is the toilets [2]. Check the last stall for a corpse slumped against the tiled wall, dead of a self-inflicted gunshot wound. His weapon looks of interest, though. Pick it up.

Weapon // P226 Pistol

"The poor bloke that used this couldn't take it any more. Make sure his death is avenged!"

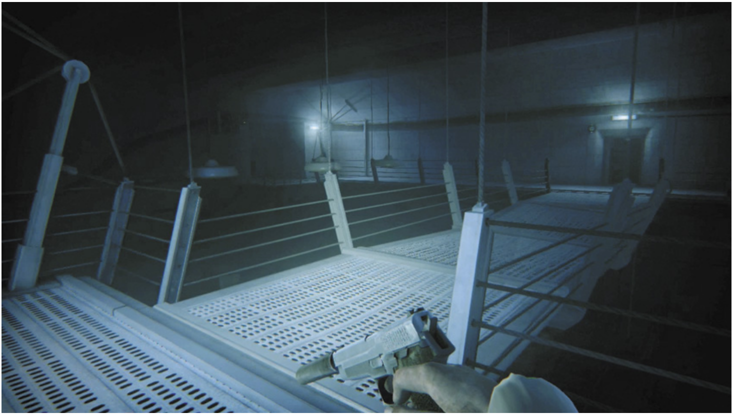


Back at the upper corridor, open the door leading out to a large concrete storage depot; "Area 04B" is painted on the curved wall to the right. Knight apologizes for the corridors being a bit of a labyrinth. He also warns of a few Infected roaming these halls; they used to be part of the Omega Group. Check the red-lit corridor to your left with the fallen Union Jack flag [3]. Remove the bar to open a metal door leading back into the hub room.

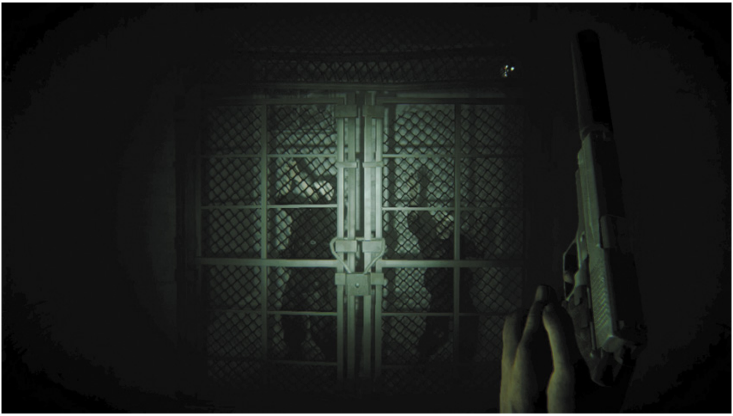


Lore: Omega Group

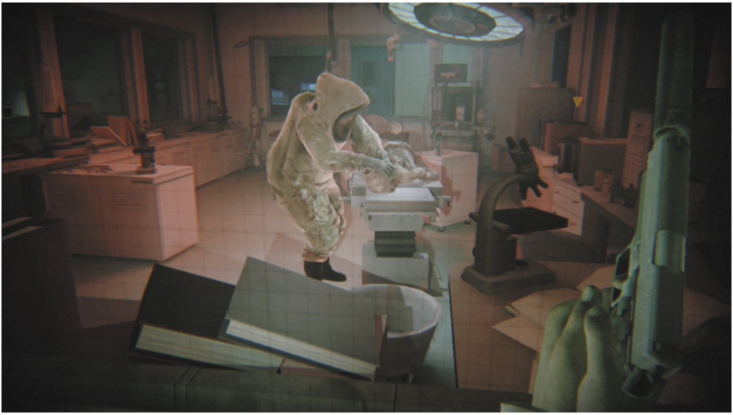
A top-secret elite group of special-forces soldiers handpicked from the British armed services to guard and protect the Royal Family. Assigned to the Royal Bunker, these military troops are now little more than baying fiends, waiting for the taste of Survivor flesh. If only they'd paid more attention to Dr. Dee....



Knight is right; there are a few wandering corpses below you as you venture out onto the platforms and sagging metal bridge [4] over the storage depot. These enemies can't reach you (the stairs down are blocked by a barricade pile you can't shift), so don't expend ammunition removing them unless you're after a supreme Infected-killing score.



Cross the bridge, turn left, and locate the metal door with the blood pool on the floor in front of it. The growling of Infected reaches a cacophonous crescendo as you see a couple of rabid foes bashing a chain fence. These holding cells have sealed these foes, so slaying them is optional. Turn left, passing them, and open the sliding laboratory door.



Step into Dr. Knight's laboratory [5], and go to the window of the sealed room, where the young doctor is working on a corpse in full hazmat regalia. He apologizes for not meeting you in person, but he's researching a cure for this terrible infection. He asks whether you might be able to help him: He's after a book called De Rimedi Secreti by Konrad Gesner. Apparently there's a copy in the palace library that contains annotations by John Dee. Could you locate this for him?

Lore: Konrad Gesner

Gesner was a 16th-century bibliographer and naturalist, and one of the fathers of modern zoology.

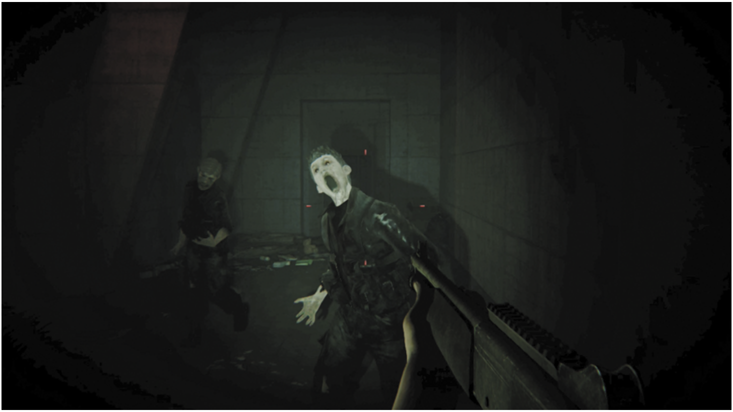
Lore: De Rimedi Secreti

This book, possibly given the full title Tesauro di Euonomo Filatro de Rimedi Secreti, is ostensibly a collection of medical terminology, chemical equations, and beneficial remedies for the early modern chemist and other interested parties. Perhaps the known copy of this tome located in the Palace will reveal elements of the virus and help the good doctor with his cure?

Objective 2: Reach Buckingham Palace Interior	
Danger Level:	● ○ ○ ○ ○

- Objective Marker: Yes
- Survivor Score: 20
- Special Instructions: None

Incoming Infected

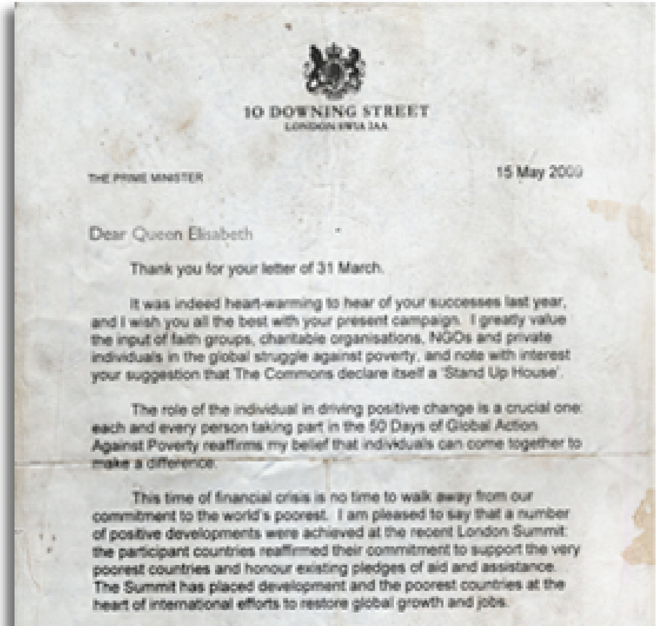


Palace Underground (Royal Bunker Laboratory): Hunters (No threat)

INFECTIOUS SUBSTANCE
BIOHAZARD
INFECTIOUS SUBSTANCE

Your task is given, but before you leave, check the laboratory thoroughly. There are two (sealed) doors with Omega subjects the doctor is working on. Leave them for later. The open door in one corner leads to a small living area, a briefcase containing the first of the Queen's Letters, newspapers on the floor near Knight's bed (which you can't sleep on), and pictures of his family, probably lost to this Blight.

Notebook Addition // Queen's Letters (1/6)



10 DOWNING STREET
LONDON SW1A 2AA

THE PRIME MINISTER

15 May 2009

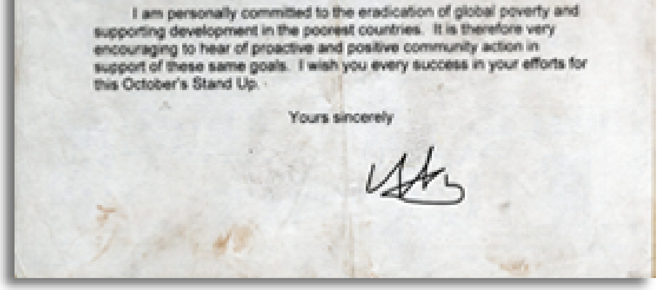
Dear Queen Elisabeth

Thank you for your letter of 31 March.

It was indeed heart-warming to hear of your successes last year, and I wish you all the best with your present campaign. I greatly value the input of faith groups, charitable organisations, NGOs and private individuals in the global struggle against poverty, and note with interest your suggestion that The Commons declare itself a 'Stand Up House'.

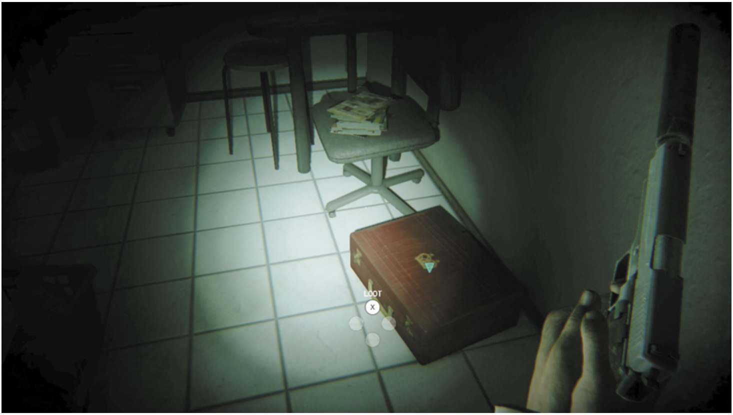
The role of the individual in driving positive change is a crucial one: each and every person taking part in the 50 Days of Global Action Against Poverty reaffirms my belief that individuals can come together to make a difference.

This time of financial crisis is no time to walk away from our commitment to the world's poorest. I am pleased to say that a number of positive developments were achieved at the recent London Summit: the participant countries reaffirmed their commitment to support the very poorest countries and honour existing pledges of aid and assistance. The Summit has placed development and the poorest countries at the heart of international efforts to restore global growth and jobs.



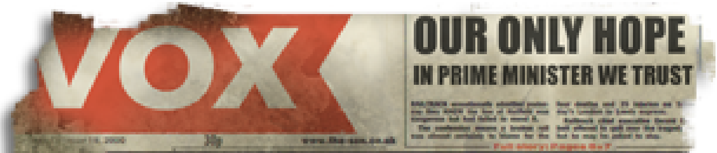
I am personally committed to the eradication of global poverty and supporting development in the poorest countries. It is therefore very encouraging to hear of proactive and positive community action in support of these same goals. I wish you every success in your efforts for this October's Stand Up.

Yours sincerely



Palace Underground (Doctor's Laboratory): In the small living room, inside a Royal briefcase.

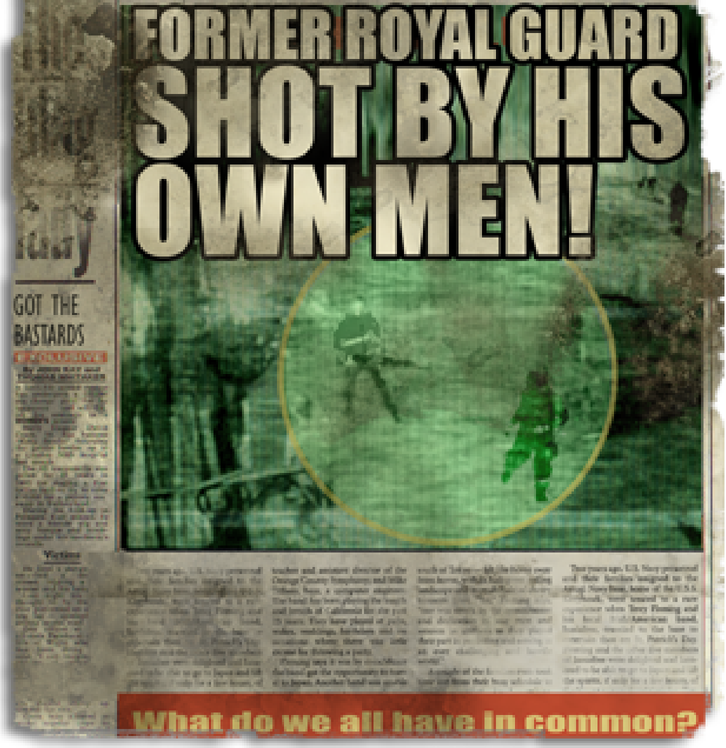
Notebook Addition // Newspapers (5/7)



VOX

OUR ONLY HOPE

IN PRIME MINISTER WE TRUST



FORMER ROYAL GUARD SHOT BY HIS OWN MEN!

GOT THE BASTARDS

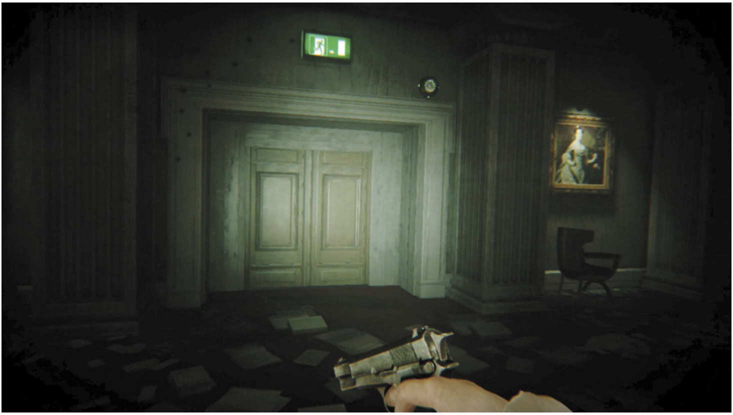
What do we all have in common?

Queen's letters

Palace Underground (Doctor’s Laboratory): In the small living room, near the doctor’s bedding.

Tip

Locate the sliding door in one corner, and head down the steps to unlock the manhole shortcut from this location. Do this right now, return to the Safe House, save, make any upgrades you wish, and then head back to this exact spot before continuing.



When you’re ready to leave the laboratory, choose the (usually open) sliding door in the corner opposite the one leading to the manhole, and step into a large concrete corridor. Turn right, and remove the bar from the metal door. This allows access back into the hub room and provides a quicker route to and from the laboratory. From here, simply cross the hub room, into the waiting chamber where the doctor first contacted you, and into the Royal Entrance chamber. Knight chimes in about the lilting music wafting in the background. You’re here to find the double wood-panelled doors leading to the Royal elevator [6].

Lore: William Byrd

An English Renaissance composer, and favorite among the court of Queen Elizabeth I, Byrd is famous for consort music, played by an instrumental ensemble. Doctor Knight finds his music eerily soothing.

Malice in the Palace

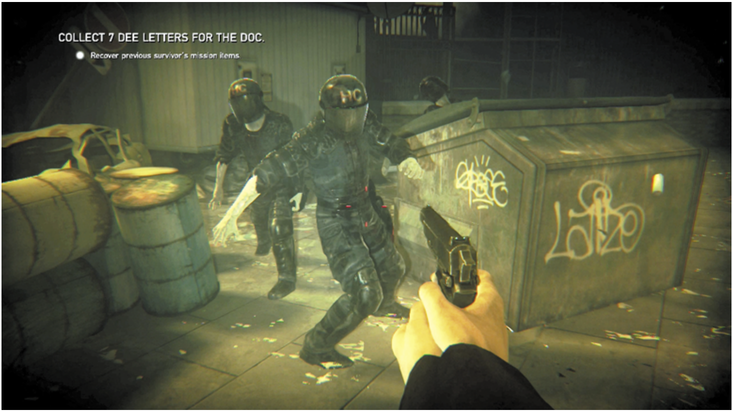
New Location // Buckingham Palace (Interior)

Objective 3: Retrieve “De Rimedi Secreti”	
Danger Level:	●●●●○

- Objective Marker: Yes
- Survivor Score: 200

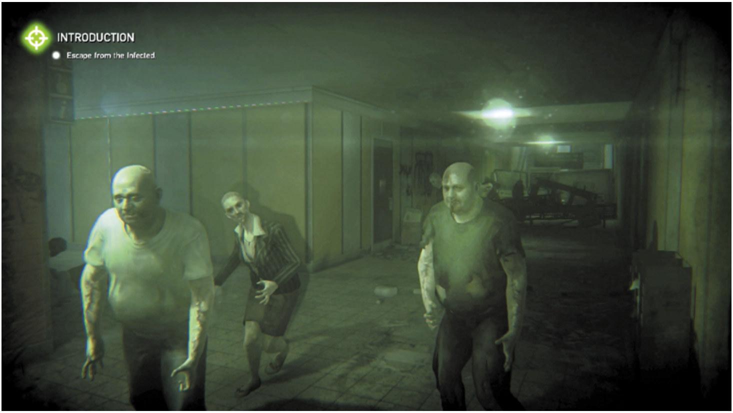
- Special Instructions: None

Incoming Infected



COLLECT 7 DEE LETTERS FOR THE DOC.

● Recover previous survivor's mission items.

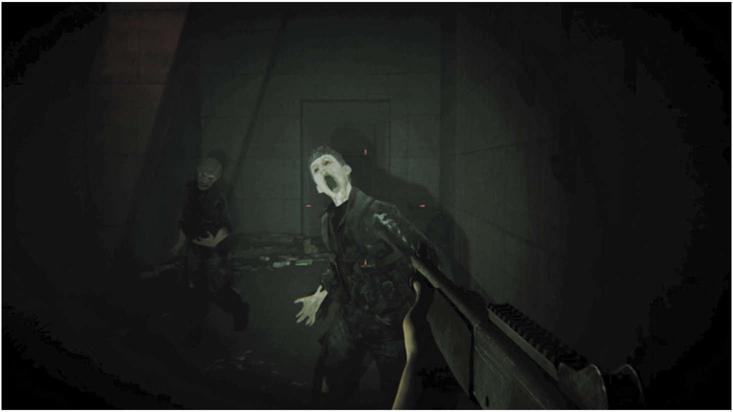


INTRODUCTION

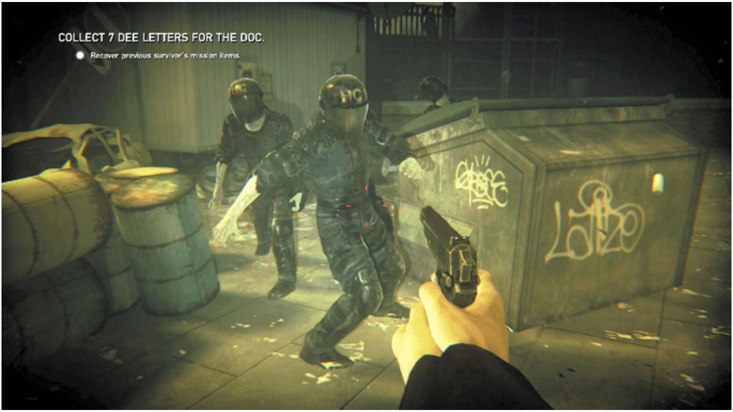
● Escape from the Infected.

Buckingham Palace (Interior: grand entrance): Armored Guard, Blighter, Hunter, Spitter (9 total)

COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items



Buckingham Palace (Interior: connecting corridor): Armored Guard, Hunter (2)

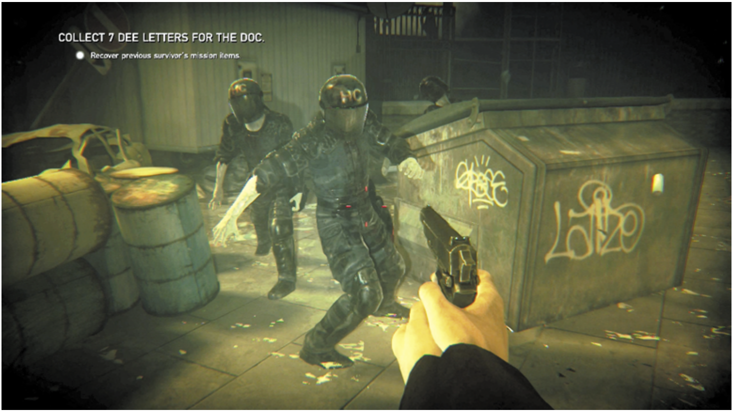


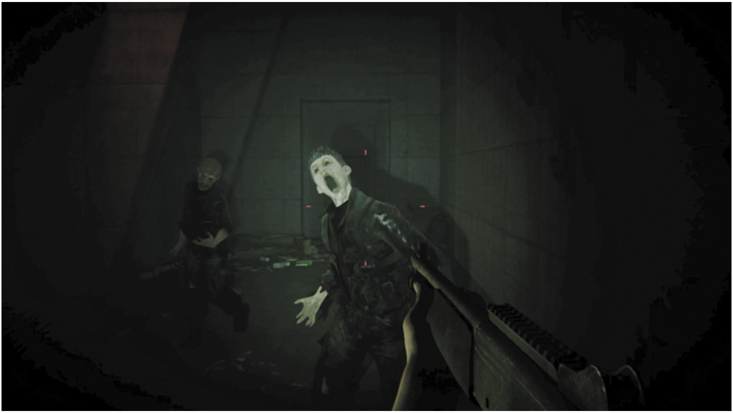
COLLECT 7 DEE LETTERS FOR THE DOC.

○ Recover previous survivor's mission items.

INTRODUCTION
Escape from the Infected

Buckingham Palace (Interior: state rooms): Armored Guard, Blighter, Hunter, Spitter (9 total)


COLLECT 7 DEE LETTERS FOR THE DOC.
● Recover previous survivor's mission items
HC
HC



Buckingham Palace (Interior: hallway and staircase): Armored Guard, Hunter (2)

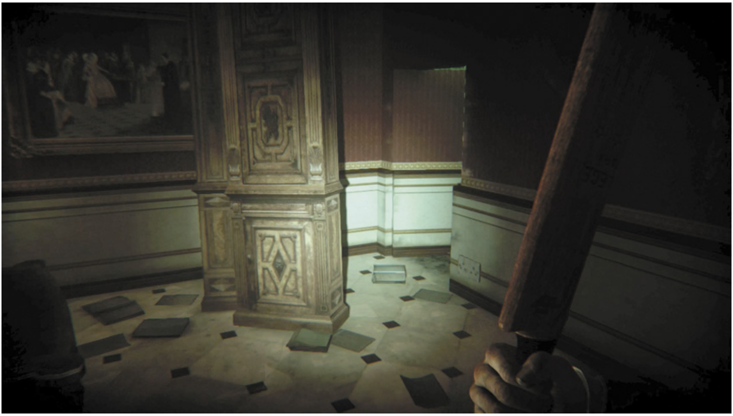
COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items

Buckingham Palace (Interior: Blue corridor): Armored Guard, Hunter (4)

Caution

Don't enter the Royal elevator unless you're prepared to fight! The palace isn't full of pomp and circumstance; it's full of Infected!

Dr. Knight radios in with some encouragement and remorse for the Omega Group's current infected condition. However, you've a palace to explore, and it's worth doing correctly: There are two ways to navigate the grand entrance foyer:

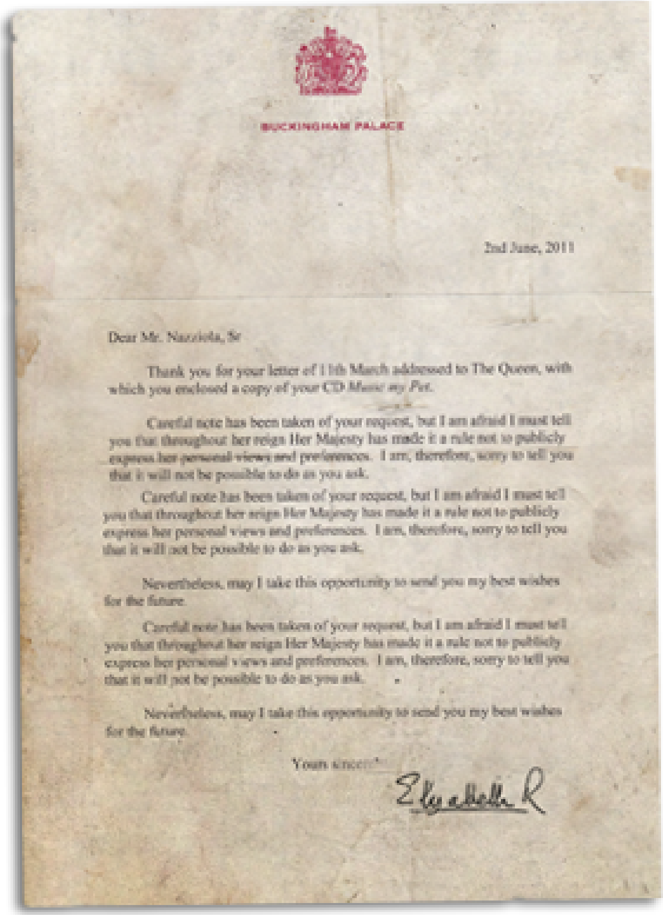


1. Secret Side Chamber [7]: Head into the small office to the left, scanning the room and obtaining Queen's Letters from a strewn briefcase in this room. Then check the corners of the room. One has a secret wall section already open, half hidden by a cabinet. Squeeze through into a side passage and climb a ladder, and then have the life half scared out of you when an Infected palace guard pulls you out of the small duct you need to crawl into to reach the upper chamber! This upper office has no items of worth. Choose this route to bypass the lower level of the grand entrance chamber.

2. Making a Grand Entrance [8]: Alternatively, you can move directly into the grand entrance foyer and begin a systematic search and destroy of enemies, starting on this lower level. The only problem here is that you don't have the height advantage you can get from using the secret side chamber, and there are far more Infected to deal with in quick succession: Expect a Blighter and Hunter at the base of the stairs, and two more Hunters and a couple of disgusting Spitters appear as you climb the stairs to the upper foyer.

The secret side chamber is the safer way to navigate this large initial chamber. However, the main entrance has many scattered items to gather; find these on the ground, on furniture, and in a metal container. There's a Dee Rumination, a piece of parchment Knight recites to you; this isn't necessary to read (and you can't pick it up), but it gives you some idea into Dee's writings. Gather what you need.

Notebook Addition // Queen's Letters (2/6)



BUCKINGHAM PALACE

2nd June, 2011

Dear Mr. Nacciola, Sr

Thank you for your letter of 11th March addressed to The Queen, with which you enclosed a copy of your CD *Music my Pet.*

Careful note has been taken of your request, but I am afraid I must tell you that throughout her reign Her Majesty has made it a rule not to publicly express her personal views and preferences. I am, therefore, sorry to tell you that it will not be possible to do as you ask.

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Nevertheless, may I take this opportunity to send you my best wishes for the future.

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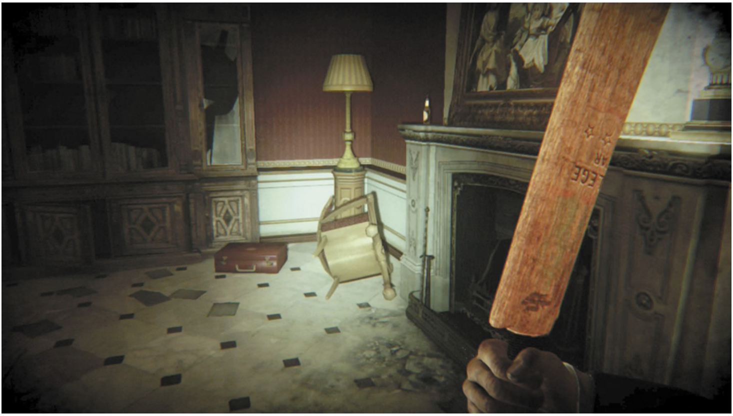
Nevertheless, may I take this opportunity to send you my best wishes for the future.

Yours sincerely

Elizabeth R

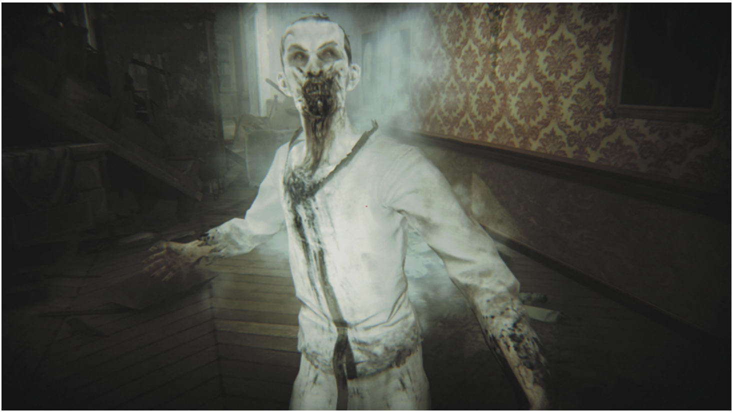


Buckingham Palace (Interior: small office): Small office by the elevator, inside a Royal briefcase.

Lore: Dee Ruminations (Fragment #1)

The angel chided me, thus: "Ignorance was the nakedness whereby you first were tormented, and the first Plague that fell upon man was the wanting of Science...the want of Science hinders you from knowledge of your own self."

Enemy // Spitter



Spitters are a priority, unless a Screamer is also present. Their spittle causes visibility problems for a second; peer through the goo and keep your composure! Run toward this enemy, and it stops spitting in order to attack like a Blighter. This is helpful! Make sure you can strafe constantly and consistently; quick movement left, right, or circling around the foe causes its spit to miss its mark. Watch and listen; you can hear the disgusting "pre-spit" sound it emits prior to the projectile launch. Get out of its way as soon as possible. Standing still, you're very prone to being struck, so stay active and moving at all times. Be sure to keep this foe in your sights until you escape or kill it.

There are more secrets to be found here. On the ground floor of the grand entrance [9], inspect the ornate alcove just right of the grand staircase. Step into this curved alabaster recess, and it slowly rotates, revealing a secret passageway! This leads to a brand-new weapon: the crossbow! Pick it up. There's a ladder above, but it's too high to grab. Leave that (for now), and return to your palace reconnoiter upstairs.

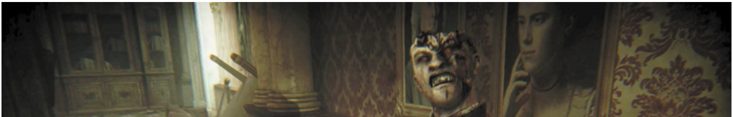
WEAPON // HUNTING CROSSBOW

“Favorites of farm yokels from all over Yorkshire. Slow to prep, but great for silent running.”

The balcony upstairs from the grand entrance is also worth exploring slowly, because you’ll encounter Hunters, another Spitter, and an Armored Guard as you head toward the only exit above the right staircase [10]. As you clear the Infected—which is recommended, because your foes can literally come back to bite you—Knight radios in with some information on Omega Group. Meanwhile, you need to head for the connecting corridor above and behind the grand entrance.

Tip

Don’t panic! Take out the Spitters first, as they can damage you from range. Keep moving! Retreat to the secret side chamber if you’re having problems, and employ the crossbow to quickly and effectively drop foes with headshots. Coax enemies downstairs, then head upstairs so you gain the height advantage. Fire down from the balcony rather than up from the ground.

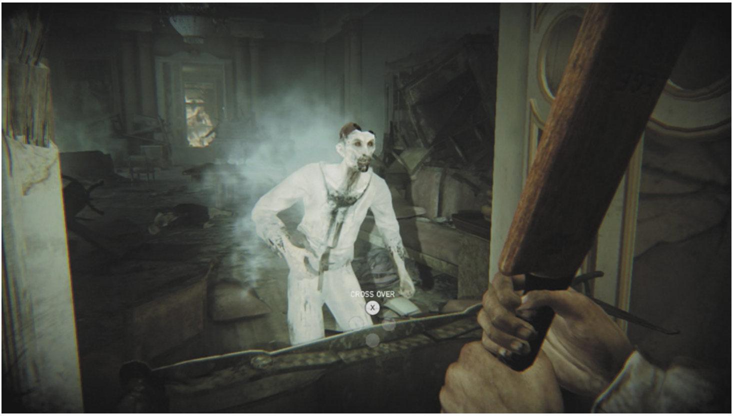


This connecting corridor leads to a ruined state room. Expect two Hunters and an Armored Guard to lurch down from the barricade [11] as you navigate the corridor. You can:

- Place a mine on their route path to you, and blow them all up.
- Set them alight with a Molotov before they reach you.
- Stand on the other side of the upturned table in the middle of the corridor, and shoot or bash them as they arrive.

Tip

You can use these tactics while exploring any of the subsequent chambers, too, providing you're careful.



Stay at the entrance to the state room, and locate the enemies ahead of you, in this murky and once palatial chamber [12]. Engage a Spitter and Hunter in combat, coaxing them to the entrance or climbing over the initial barricaded table and dodging any spittle flying your way as you intercept and slay these fiends. Make a quick scan of the room; a nearby table holds another piece of Dee parchment, and there's a metal container that may have an item or two.

Note

There's also a small opening at ground level—a secret door hidden in the baseboard paneling, allowing you to see (but not touch) a new and larger BOB in the crawl space. Grab that later!

Lore: Dee Ruminations (Fragment #2)

The patients succumb immediately to infection in the region where the malady enters the body. Violent convulsions follow, and their veins turn black as ink. Poisoned blood radiates from the wound, spreading like the roots of a venomous tree, accelerated by unnatural haste...It would be beautiful, if not for its dark design.

Tip

By now, you should have gained a level or more with handguns. Be sure to check out this information at the end of every mission, so you know how many Infected you need to slay before leveling up again.

Exit the stateroom by leaping over a table or running around the barricade to the right (remember these routes when fleeing from combat to come). Venture down the stateroom corridor. Ahead is a blazing room with swaying figures to face. Before that, check the wall to your left [13]. There's a key lock, next to which a bloody combination is (mostly) written. Access the lock, and type "4624" on your Pad. This slides a secret room open! However, four Hunters and an Armored Guard appear from both directions, forcing you to quickly react. You can:

- Run back into the stateroom, dodging enemies, and into the connecting corridor, where you can face foes one at a time.
- Place a mine at the entrance to the secret room, close the door behind you, and wait for the encroaching Infected to tread on the mine and get torn apart.
- Or face them down where you stand and risk being swarmed and killed.

The secret room turns out to be somewhat disappointing; there's a possibility of some minor items but nothing substantial.

Enter the blazing room, and immediately take the helmet and then try one of the following:

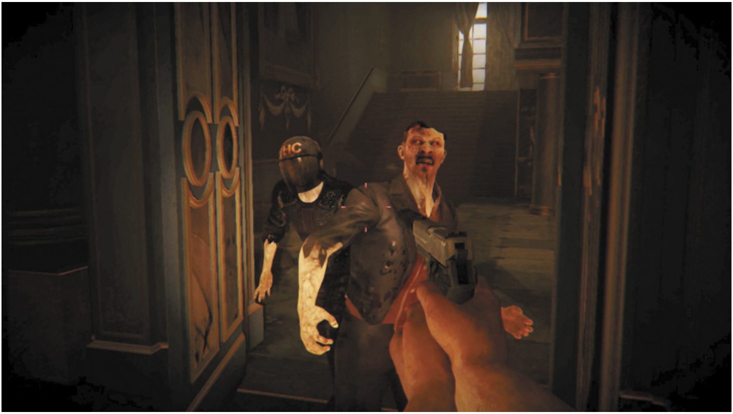
- Take the head off an Armored Guard, backing up the corridor if you're having trouble [14]. Drop a Hunter, too, before inspecting this chamber.
- Or, you can always shove the Infected across the room and into the blazing fire. This eventually kills the Hunter, saving you previous ammo.

The way forward is blocked by the fire, so locate the ladder attached to the scaffolding on the room's perimeter, and climb to the top. Turn left and work your way around to the fire's right, optionally dropping to the middle scaffolding section to tread on more scaffold boards to reach an item high up on the opposite side. Continue along the scaffold platform to the right and it gives way, forcing you to a lower platform and a ladder down behind the fire.

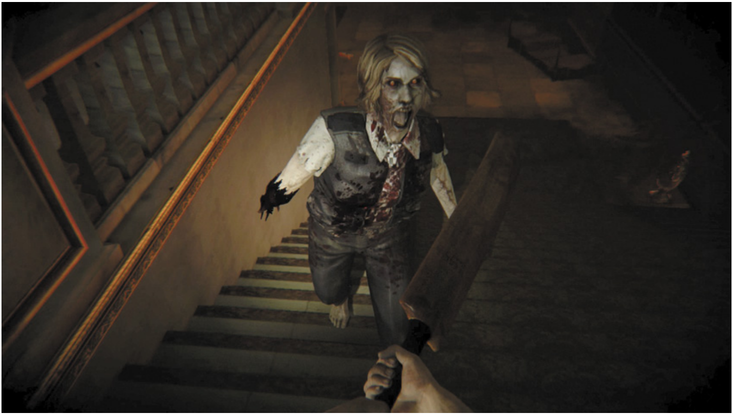
Note

You see a duct opening as you move across the scaffold platforms and can access an item from there. Grab that shortly from a crawl space you access from the hallway.

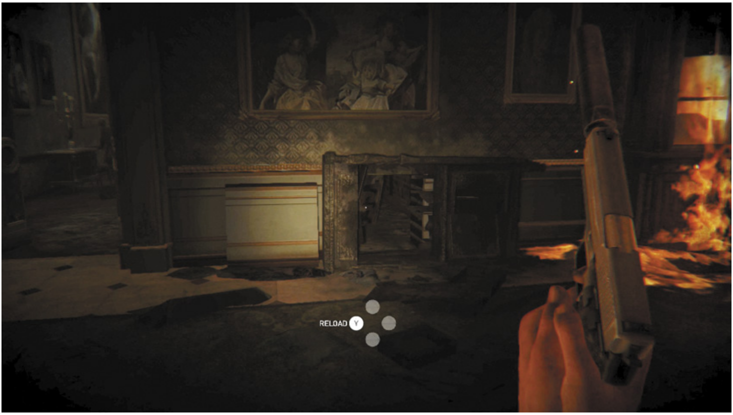
There are two more Infected on the threshold of the next chamber, a hallway and stairs. Here's how to deal with them and other wandering undead (usually some Hunters and an Armored Guard in the blue corridor running parallel to the previously explored rooms):



- Fight: Engage the Armored Guard and Hunter [15]. Then face down the additional Hunters and Armored Guard roaming the blue corridor. Stay mobile, coaxing foes forward one or two at a time so you're not overwhelmed. Use a preferred weapon (especially if you want to level up in your proficiency), or save ammo and use the cricket bat for a more protracted battle. Lobbing grenades or Molotovs is another plan.

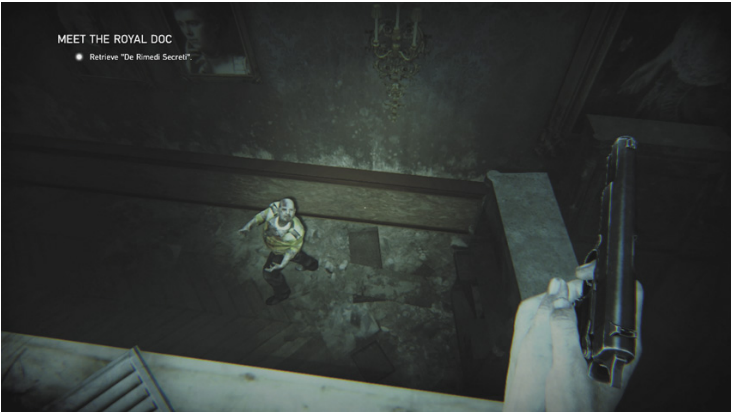


- Flight: Or you can push any Infected out of the way, optionally beckon the additional adversaries in the blue corridor into following you, and lead all of the foes up the stairs to the large balcony overlooking the hallway [16]. When most of the enemies are on the stairs and up here, sprint to the hole in the opposite corner, drop through, and leave your foes confused at your disappearance. Then make yourself scarce.



- Out of Sight: Whether or not you wish to face the enemy, you should deal with the first two foes at the hallway threshold so no other enemies are in the hallway after you enter. Then look for a hidden entrance [17] to the left of the burning area and right of the blue corridor entrance: a ground duct. Climb inside, and slowly move up to the crawl space, grabbing the upgrade before taking a ladder to a higher crawl space area. Check the opening: left leads into the blue corridor, and right leads into the blazing room, where you can gather the item you couldn't reach on the scaffold planks.

UPGRADE // FIREPOWER UPGRADE



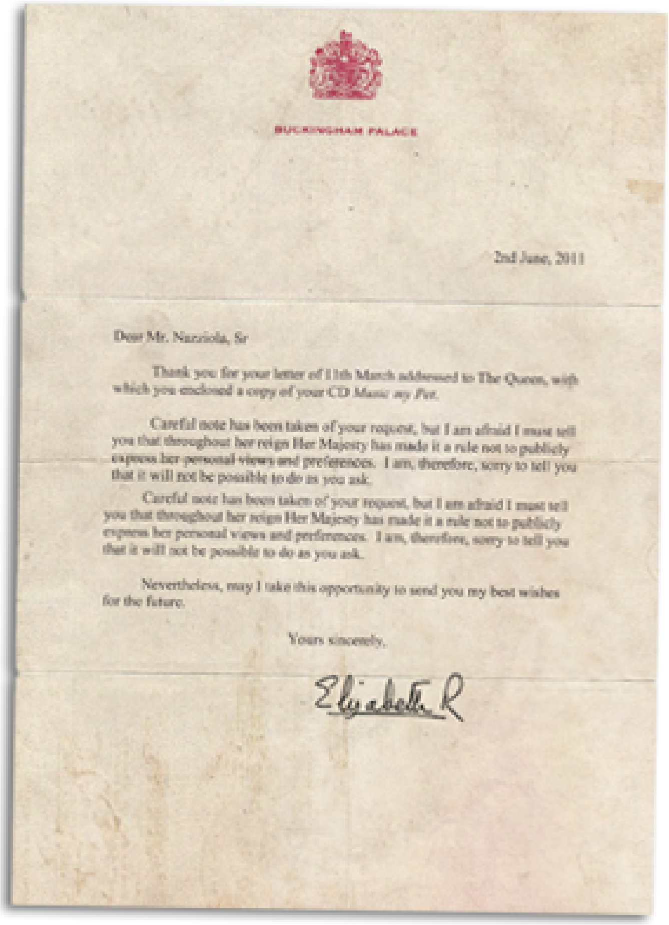
- Blue Room Blasting: Drop down from the scaffolding on the blue corridor side [18], usually without attracting attention, or after shooting any foes from the safety of your platform. Or you can always drop onto the top of a cabinet, watch your foes circle around you on the ground below, and take your time popping their heads.

During your maneuvering around the hallway and stairs, inspect another of Dee's fragments, which is on an ornate side table atop the stairs. You also need to check the curio cabinet that's been ransacked in the blue corridor; here you'll find another Royal briefcase with further evidence for your notebook.

Lore: Dee Ruminations (Fragment #3)

In some subjects, pockets filled with a rich acrid pus form near hot, inflamed areas around the groin, armpits, and jaw. I have extracted this liquid for further investigation...

Notebook Addition // Queen's Letters (3/6)



BUCKINGHAM PALACE

2nd June, 2011

Dear Mr. Nazziola, Sr

Thank you for your letter of 11th March addressed to The Queen, with which you enclosed a copy of your CD *Music my Pet*.

Careful note has been taken of your request, but I am afraid I must tell you that throughout her reign Her Majesty has made it a rule not to publicly express her personal views and preferences. I am, therefore, sorry to tell you that it will not be possible to do as you ask.

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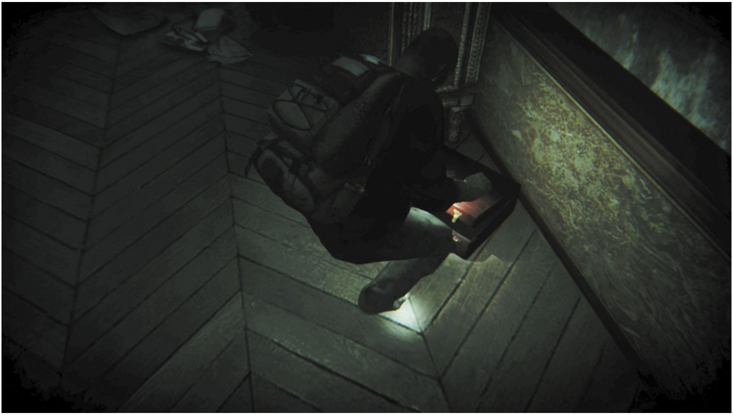
Yours sincerely,

Elizabeth R

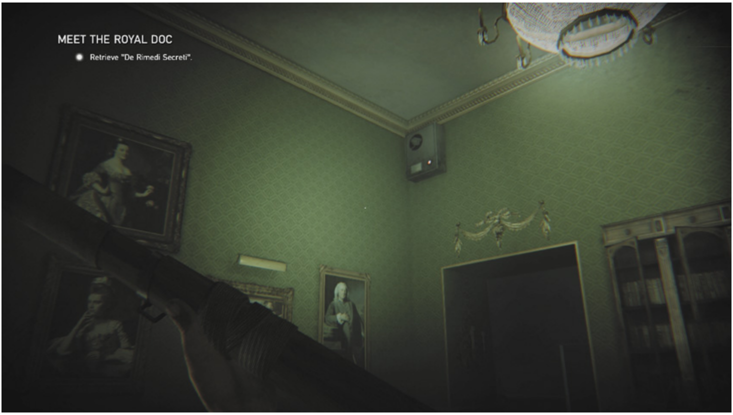


Buckingham Palace (blue corridor): In a Royal briefcase, near a ransacked curio cabinet, on the floor.

Note

The doorway on the upper balcony, near the corner hole, is currently off-limits. You'll return here later during Mission 15.

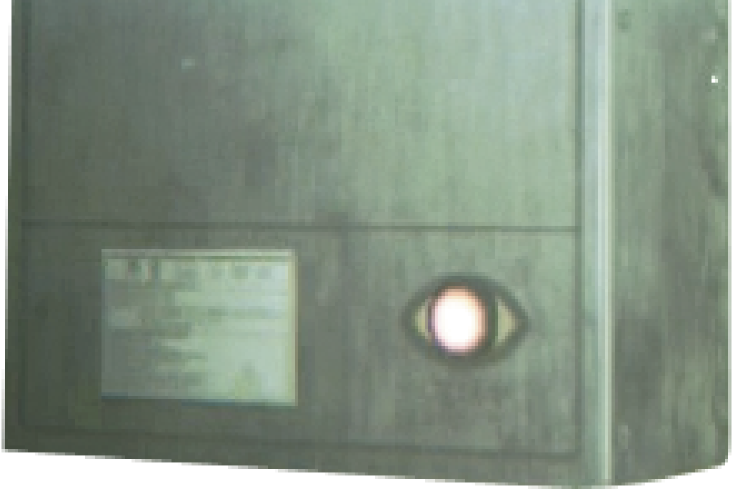
Look at your Wii U GamePad.



Head through the blue corridor, via the ground or secret passage onto the scaffolding. Pass the ruined cabinets, and go through the open doors into a marble-lined chamber; another one of Dee's ruminations is on the ornate table between two doors. Take either door, entering the formal office, and Knight pipes up again. He mentions Dr. Dee and his warning about an outbreak, but the message cuts off.

Make a quick scan of the office [19], pausing to scan the top corner of the room above the entrance door for a CCTV Junction Box [20]. Then stoop and loot another Royal briefcase, which contains more Queen's Letters. Don't forget to pick up another piece of The Black Prophecy. On the side table behind the desk is another of Dee's fragments to read. But the real prize is the book sitting on a stand on the wall alcove to the fragment's right, near a corpse. This is the book you came for: Take Gesner's De Rimedi Secreti at once! When you do, a secret door in the main bookcase swings open.

CCTV // JUNCTION BOX

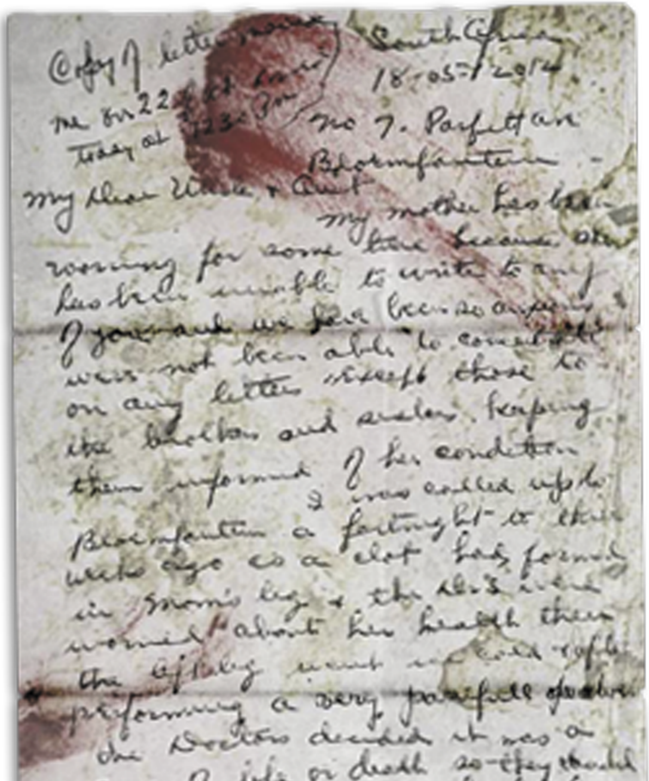


GESNER’S DE RIMEDI SECRETI

Lore: Dee Ruminations (Fragment #4)

The patient must be restrained and cannot be calmed by any manner of herbal sedative...She seems ravenous and nothing I feed her can satiate her monstrous appetite, as if compelled by a most foul instinct to devour all life within her reach. She freed herself of her bonds yesterday, and would have gutted our horse alive if I had not reached her in time! I find myself in awe of the piteous state to which man is reduced...a walking conduit—a mere empty coil—which lives only to feed on its greedy and carnal instincts...

Notebook Addition // Queen's Letters (4/6)

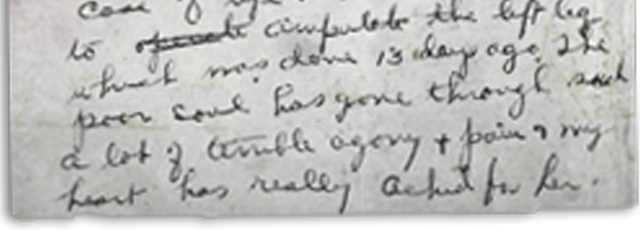


Copy of letter [illegible]
me on 22 [illegible]
Today at 1230 pm

South Africa
18-05-1914

No 7. Parfett ave
Bloemfontein

My dear Uncle & Aunt
My mother has been
worrying for some time because she
has been unable to write to any
of you and we have been so anxious
[illegible] not been able to [illegible]
on any letter except those to
the brothers and sisters, keeping
them informed of her condition
I was called up to
Bloemfontein a fortnight or three
weeks ago as a clot had formed
in mum's leg & the dr's were
worried about her health there
the [illegible]
performing a very painful operation
the Doctors decided it was a
[illegible] life or death so they should



Case of
to ~~operate~~ amputate the left leg
which was done 13 days ago. The
poor soul has gone through such
a lot of terrible agony + pain & my
heart has really ached for her.

Buckingham Palace (formal office): In a Royal briefcase, at the foot of the ransacked main desk.

Lore: Dee Ruminations (Fragment #5)

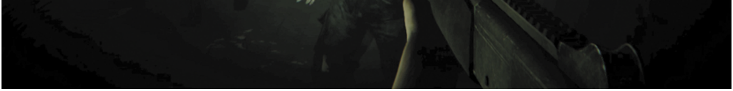
Following the recommendations of “De Rimedi Secreti,” I reduced the pus to a dry powder and discovered that injecting the concoction into the subject (God forgive me that I refer to my own wife as “subject”) causes the black blood to retract and wither! I glimpsed the flush of my wife’s once-rosy complexion through the sickness...but alas, she then succumbed to one final fit and at last, with blessed mercy, ceased moving forever. May God have mercy upon her soul, and allow it now to rest. I remain convinced this volume offers practical methods for obtaining a solution...perhaps, even, the key to save us all...!

A Vile Vial of Virus

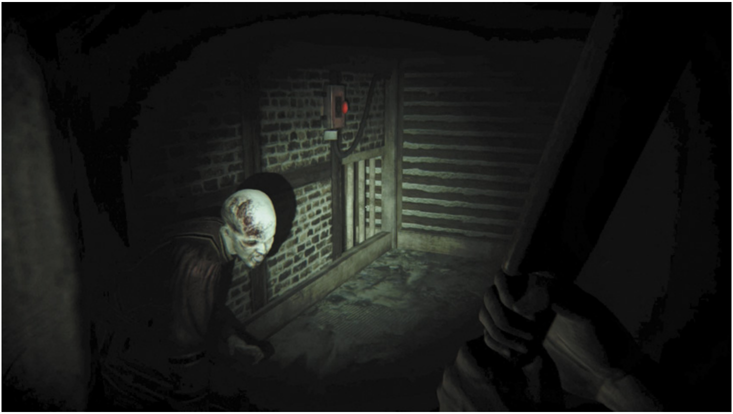
Objective 4: Give “De Rimedi Secreti” to the Doc	
Danger Level:	● ● ○ ○ ○

- Objective Marker: Yes
- Survivor Score: 100
- Special Instructions: None

Incoming Infected



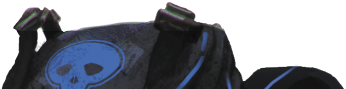
Buckingham Palace (Interior: crawl space): Hunter

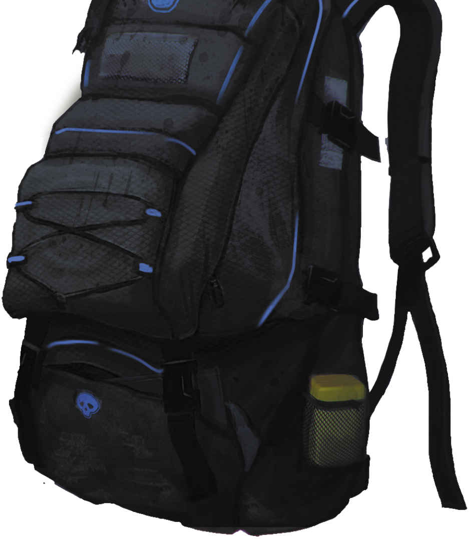


There are two ways to retreat out of Buckingham Palace and into the bunker: You can retrace your steps, which means facing any foes you haven't previously slain, or you can crouch and enter the secret crawl space from the office bookcase [21]. Choose the latter, making an immediate right turn. Ready a weapon: A Hunter may ambush you from the left! Strike the button (which opens the small wooden gate, allowing you to exit via the stateroom), but not before grabbing the Backpack XL!

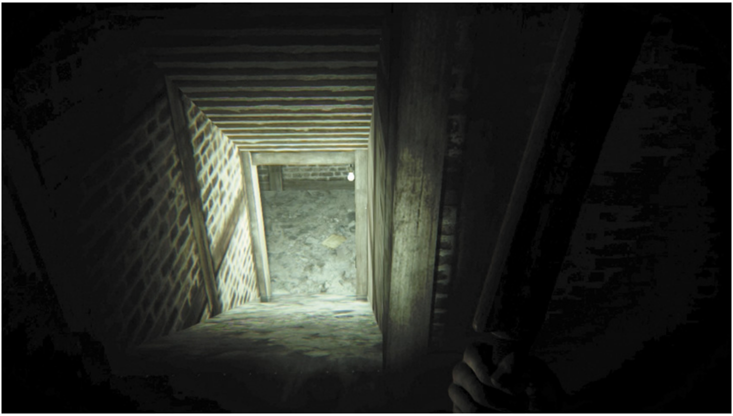
BACKPACK XL

GEAR // BACKPACK XL





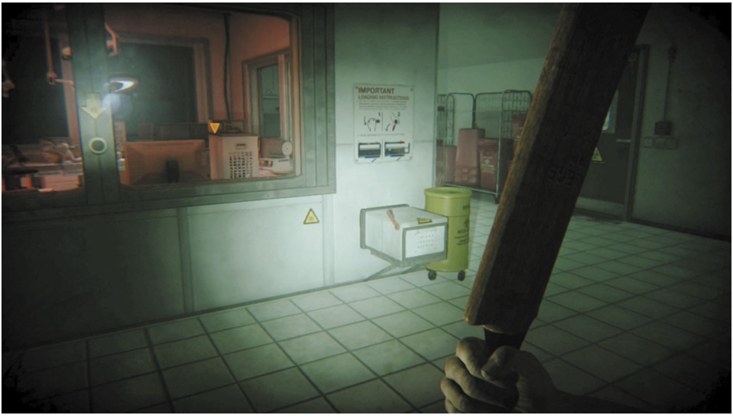
This upgrades your BOB. It can store and carry up to 12 items.



Instead of heading out into the stateroom, choose the other crawl space passage. Head down the earthen steps, and then release the ladder down to where you grabbed the crossbow earlier [22]. If you didn't, take it now. Use the secret rotating alcove plinth to reach the grand entrance foyer, and skedaddle back to the Royal elevator.

Notebook Addition // Black Prophecy (2/4)

Buckingham Palace Interior: On the main desk inside the office.



Back in the palace bunker, step out into the Royal Entrance chamber. Head through the door in the left wall, which leads into the waiting chamber. Take the door to the right to reach the hub, and head through the door diagonally across and left of you, which finally leads you back to the laboratory. Dr. Knight finishes injecting a syringe of Virucide into his rapidly deteriorating skin, which removes traces of the Blight he seems to have contracted. He asks for the book. Use the metal pass-through box to hand it over.

Objective 5: Upgrade your Survival Kit and take the syringe

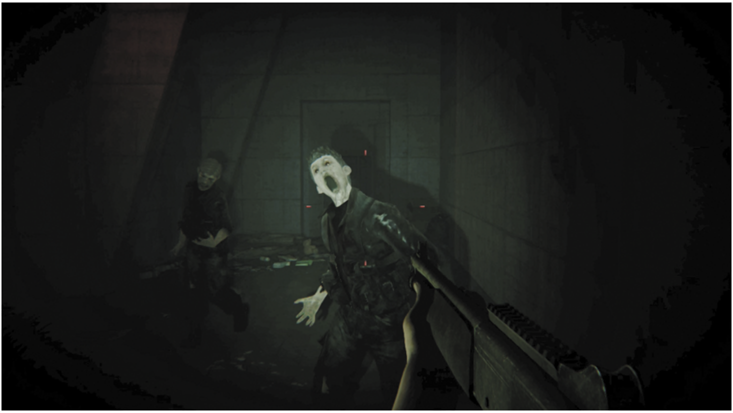
Objective 6: Scan the Infected Patient

Objective 7: Kill the Infected Patient

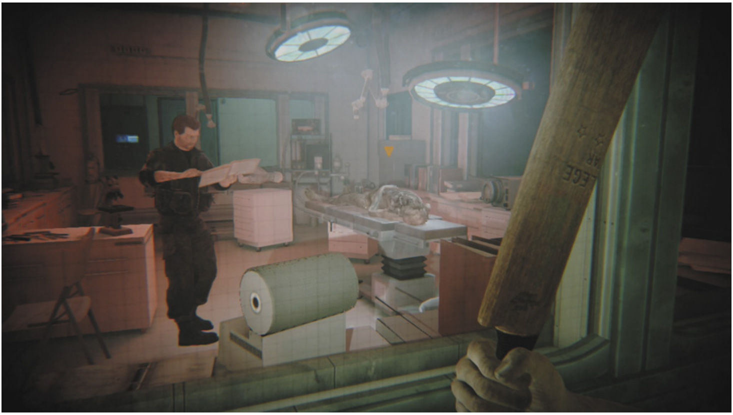
Objective 8: Collect Infected Gland Sample	
Danger Level:	●●○○○

- Objective Marker: Yes
- Survivor Score: 10, 10, 10, 60
- Special Instructions: None

Incoming Infected



Palace Underground (Royal Bunker Laboratory): Hunters

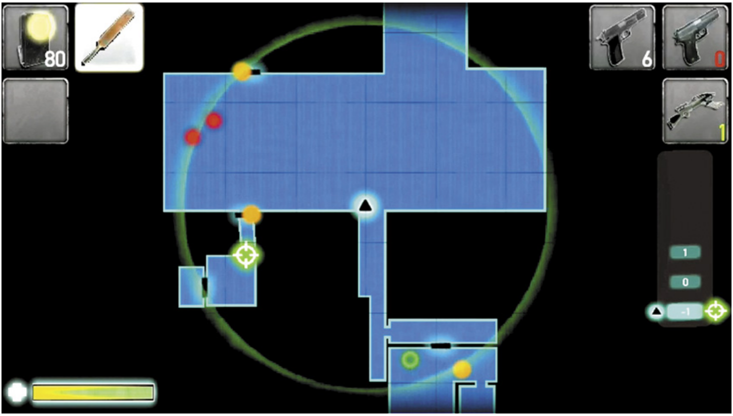


Knight takes the book and pores over it for a few moments. He seems lost in thought. Then he asks whether you might use the Prepper Pad to scan one of his Infected chaps with. He thinks you could isolate the infected gland with it. Peer inside the pass-through box, and take a Virucide Shot and a disk to slot into your Pad for an upgrade.

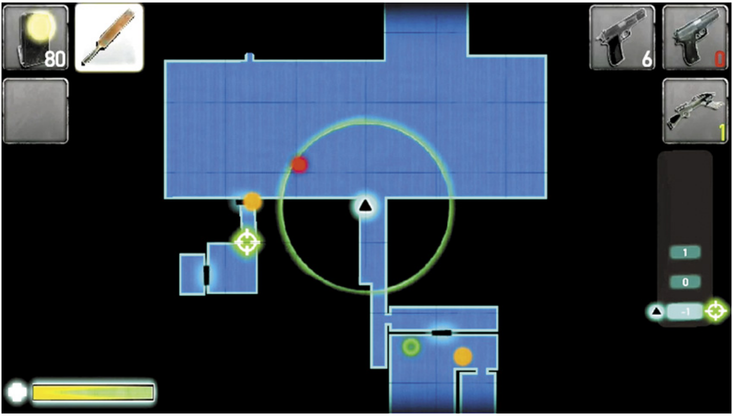
VIRUCIDE SHOT

PAD UPGRADE

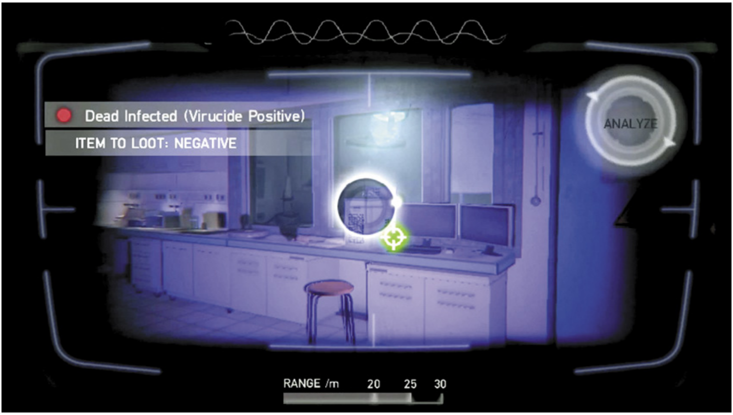
Gear // Prepper Pad (Upgraded)



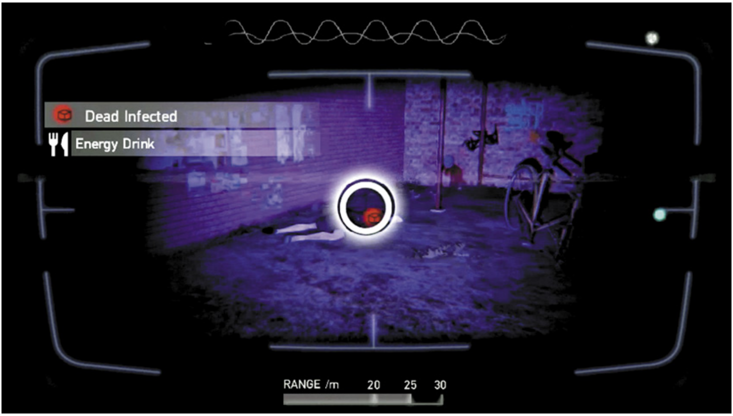
- Prepper Pad Level: 2
- Features: Map Upgrade #4: Longer-range radar
-



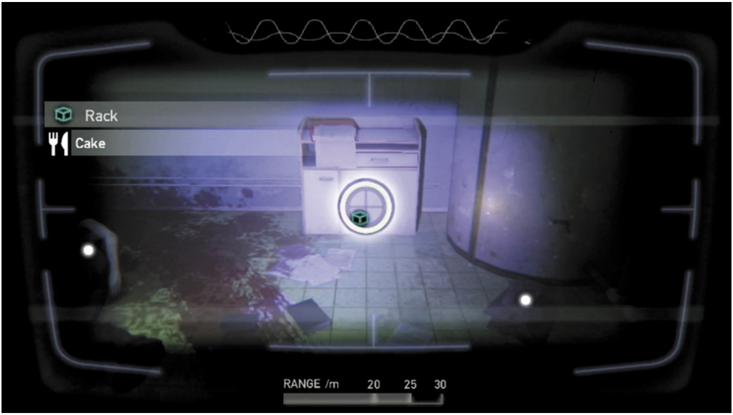
- Prepper Pad Level: 2
- Features: Map Upgrade #5: Automatic radar
-



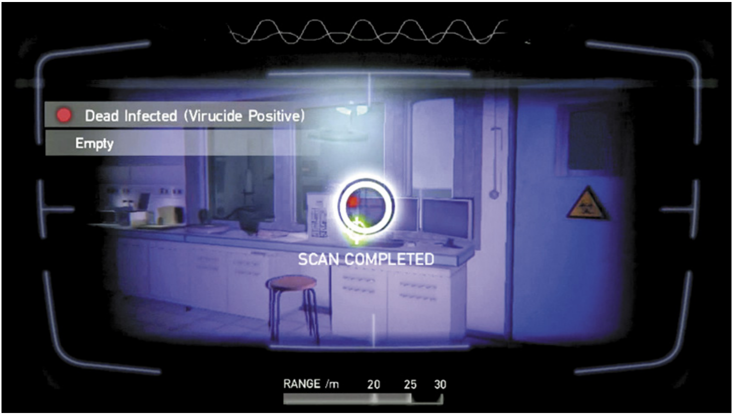
- Prepper Pad Level: 2
- Features: Scanner Upgrade #7: Infected Virucide scanning
-



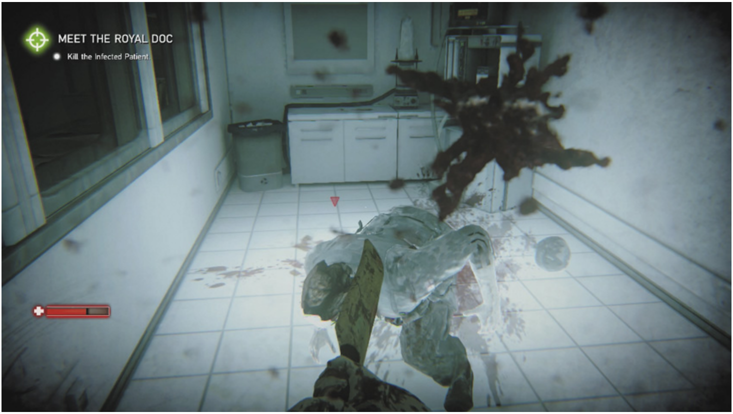
- Prepper Pad Level: 2
- Features: Scanner Upgrade #8: Infected item scanning (Information)
-

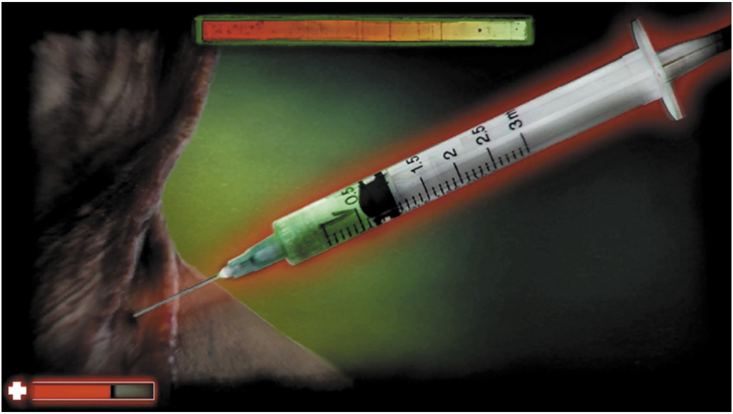


- Prepper Pad Level: 2
- Features: Scanner Upgrade #9: Container item scanning (Information)



Look toward the laboratory window with the Infected behind it (not the group of soldiers, but the single Infected behind the sliding door). Scan it using your newly upgraded Pad. The analysis reveals the Infected is Virucide-positive. This is consistent with the doctor's research, and he needs you to remove antibodies from the infected gland. Open the sliding door and kill the "patient" inside.





Use whatever violent means you wish to end this Infected Hunter's life, and then approach the corpse. Fill the Virucide Shot with the Infected's blood by tapping your Pad quickly. The good doctor informs you that the syringe will synthesize a Virucide—a sort of poison—and that you can refill this from other Infected foes as you progress. You now effectively have a "second chance" when you're attacked.

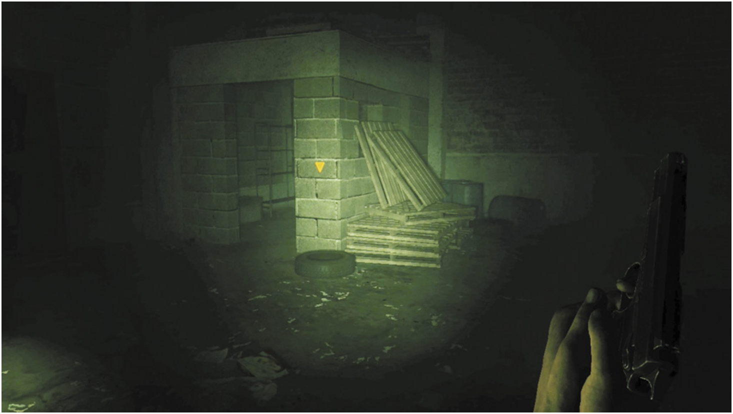
VIRUCIDE SHOT (FULL)

In return for the Virucide Shot, Doctor Knight needs another favor from you. There's a second book—Studium Contagione (Study of Infection)—written by Dee himself. It's rare, but he knows a man named Ron Freedman has a copy in his Brick Lane flat. Ron was a Raven. Are you ready to find him?

Tip

Your work in the palace is done for the time being. Head down to the Palace Bunker manhole, return to the Safe House, and save your progress.

Detour: Brick Lane Lockpicking



Although you can head back at any time after you find the lockpicking tools, this is the optimal moment to head down a manhole and up into Brick Lane Markets. Open the locked door in the concrete room you start in. Check the small storage area for items and the following upgrade:

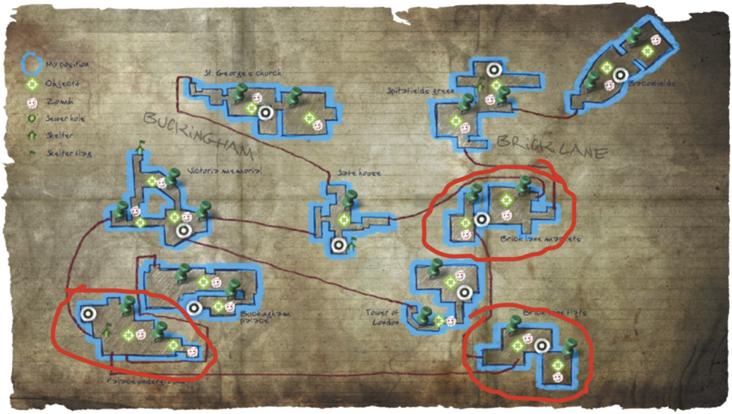
UPGRADE // FIREPOWER

Mission 06 Completed: Maximum Survivor Score: +460

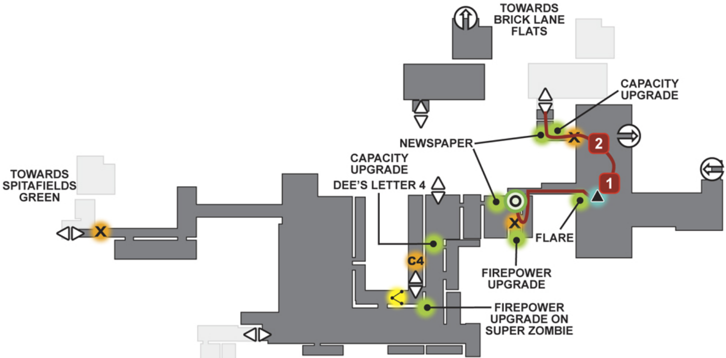
Missions

Mission 07

FIND DEE'S "STUDIUM CONTAGIONE" FOR THE DOC

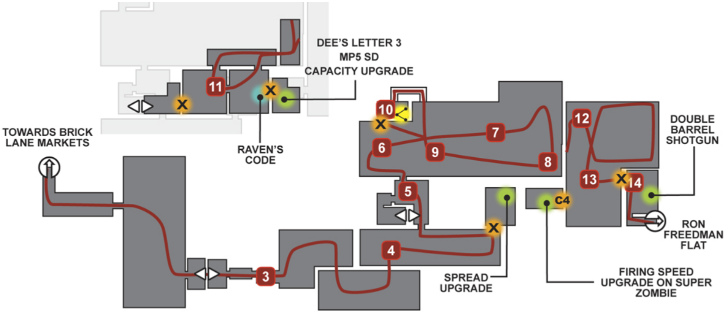


Location: Brick Lane Markets (Market Street)

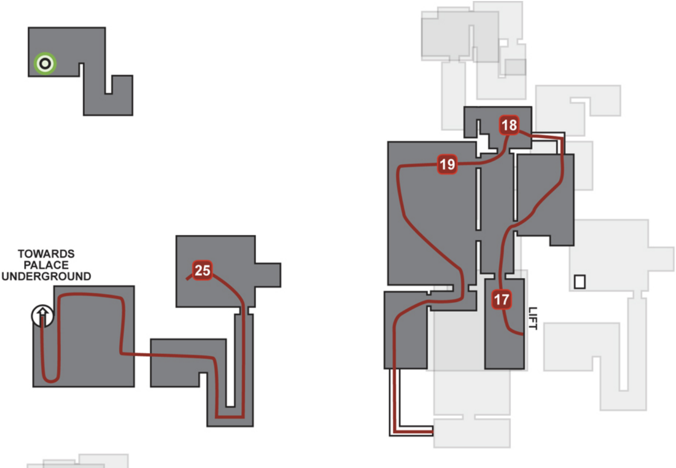


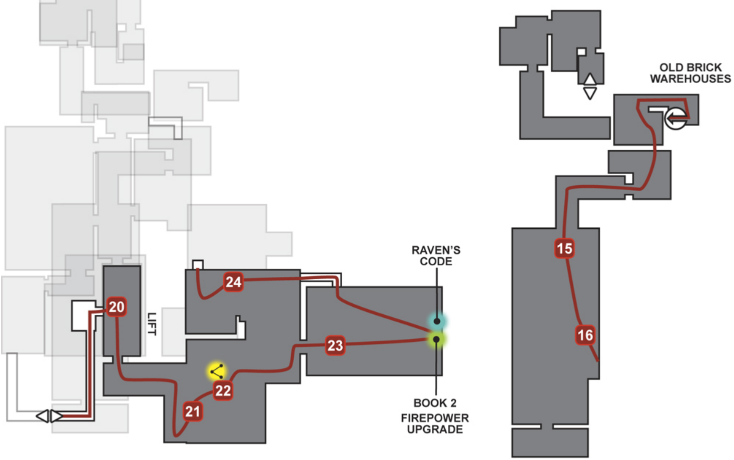
TOWARDS
SAFE HOUSE

Location: Brick Lane Flats (Old Brick Warehouses)



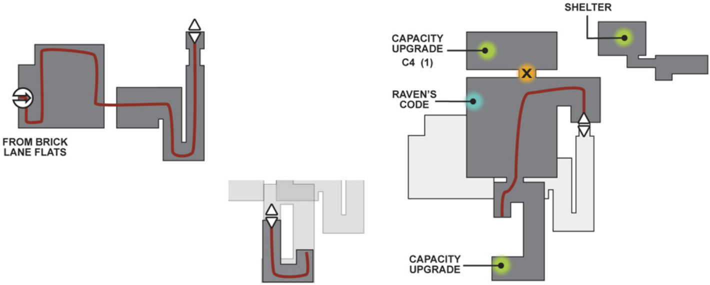
Location: Brick Lane Flats (Ron Freedman's Flat)

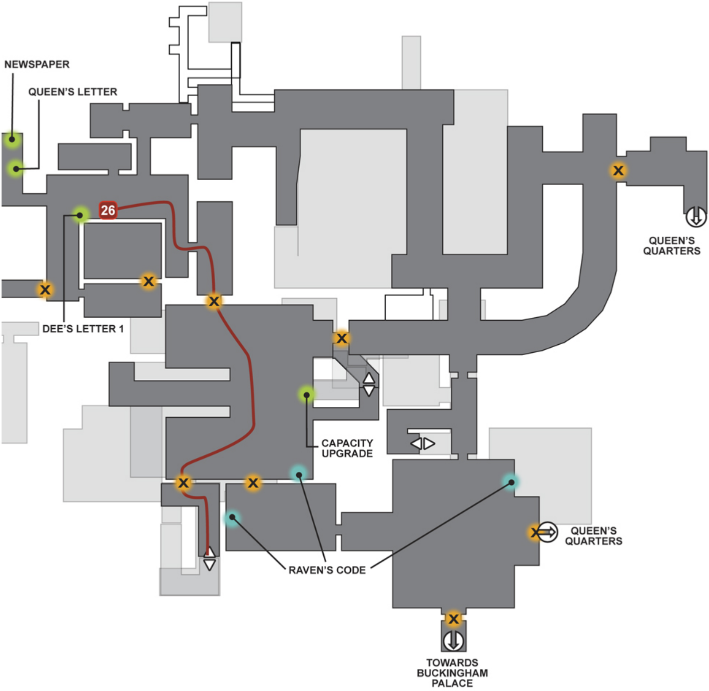




- ▲ START
- ✕ NO ACCESS DOOR
- ● ITEM
- ● IMPORTANT LOCATION
- < CCTV JUNCTION BOX
- ◎ MANHOLE COVER
- C4 C4 WALL
- ⇒ EXIT OR ENTRANCE
- △▽ THRESHOLD
- — 3 ROUTE AND WAYPOINT

Location: Brick Lane Flats (Ron Freedman's Flat)





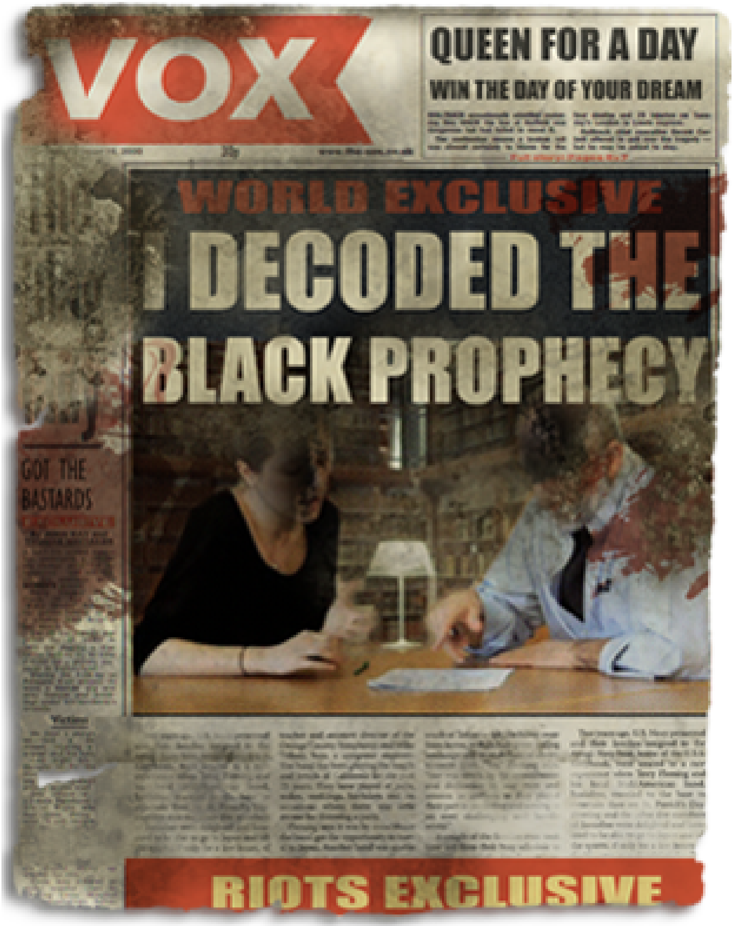
Overview

Locating a moldy medieval manuscript for a second time isn't quite as straightforward; you're crossing London to a warehouse district known to be a rough part of town. After scaling a particularly harrowing pair of warehouse interior structures and obtaining a new weapon that's almost as gruesome at facial reconstruction as the zombies themselves, you reach a doomed elevator. Ride this up to Ron Freedman's flat, say hello to his raving neighbors, and secure Ron's copy of the book you seek. Then it's an unceremonious escape and a trek back to the bunker.

Objectives

- Objective 1: Reach Supermarket access to Brick Lane Flats.
- Objective 2: Reach the basement of Ron Freedman's flat.
- Objective 3: Reach Ron Freedman's flat.
- Objective 4: Retrieve Dee's "Studium Contagione."
- Objective 5: Escape via the trash chute.
- Objective 6: Give "Studium Contagione" to the doc.

Important Items



VOX

QUEEN FOR A DAY

WIN THE DAY OF YOUR DREAM

WORLD EXCLUSIVE

I DECODED THE BLACK PROPHECY

GOT THE BASTARDS

RIOTS EXCLUSIVE

Newspapers #6

Upgrade: Spread

FREE

Aug 30th 2012

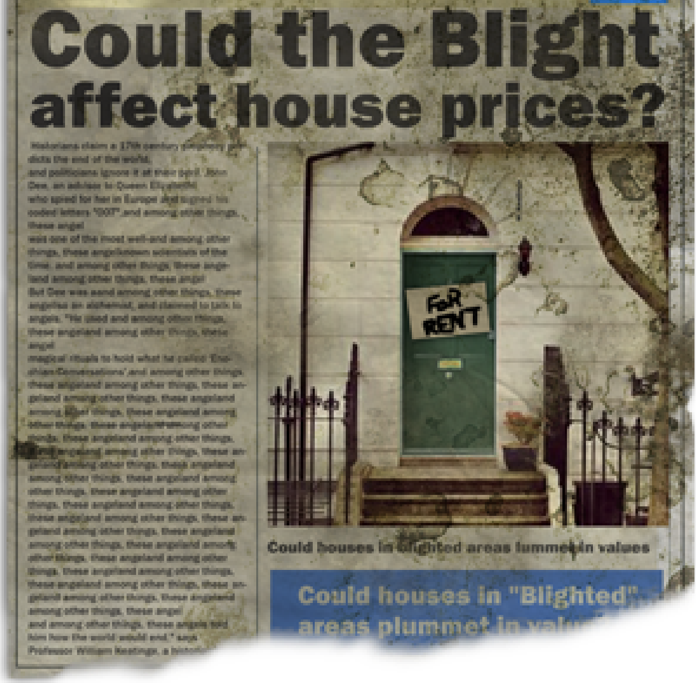
METROPOLITAN

REALTIME NEWS

Check out our new website metropolitan.co.uk

Cheap Flights

£ 19 pp

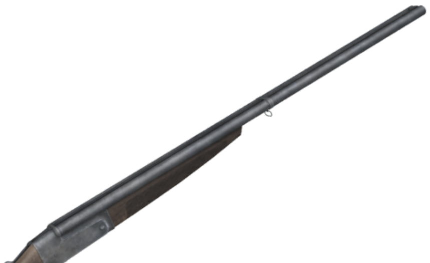


Could the Blight affect house prices?

Could houses in blighted areas lummet in values

Could houses in "Blighted" areas plummet in valu

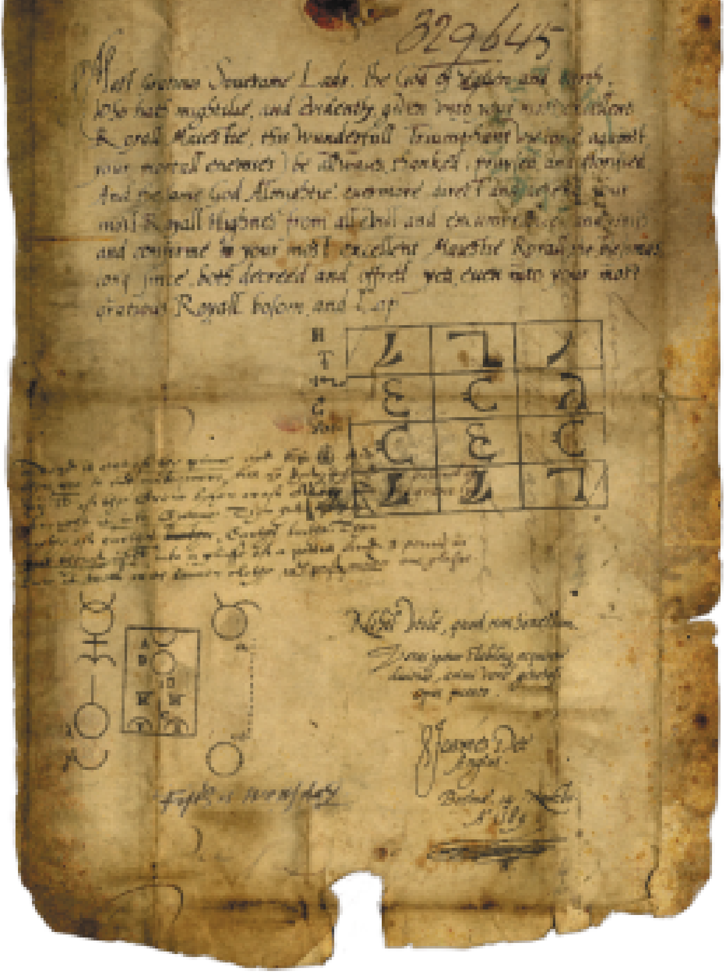
Newspapers #7



Double-Barrel Shotgun

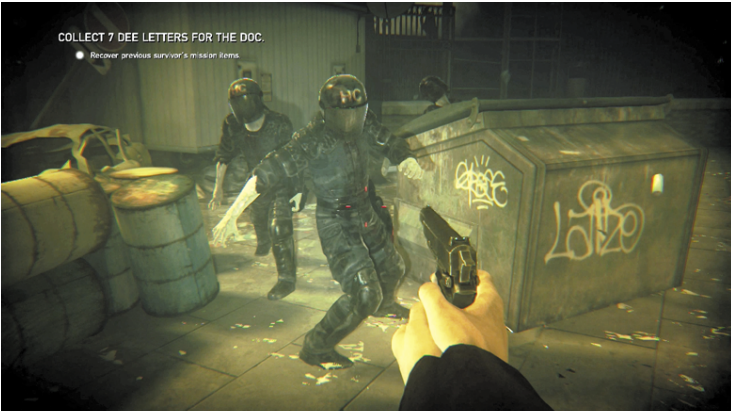
Dr. John Dee's "Studium Contagione"

Upgrade: Capacity

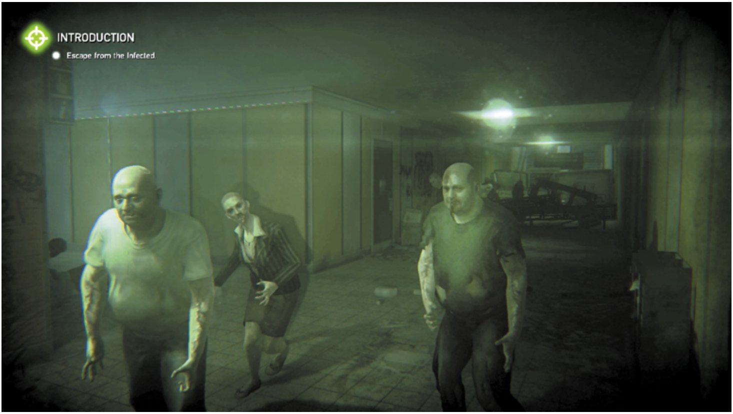


Dee’s Letters #1

Enemy Appearances


COLLECT 7 DEE LETTERS FOR THE DOC.
● Recover previous survivor's mission items
HC
HC

Armored Guard



Blighter

HOLD
ZR
TO FINISH IT

Crawler

HOLD
ZR
TO FINISH IT

Hunter

Back to Brick Lane

Objective 1: Reach Supermarket access to Brick Lane Flats	
Danger Level:	●●○○○

- Objective Marker: Yes

- Survivor Score: 20
- Special Instructions: None

Incoming Infected

INTRODUCTION
Escape from the Infected

Brick Lane Markets (Market Street open area): Hunter, Blighter (2)

Note

Before progressing with this mission, be sure you:

- Save your progress.
- Optional: Check the CCTV Computer Monitors for previously explored areas, and return there to gather items you missed.
- Optional: Utilize the workbench and upgrade your favored weapon, or wait to pick up a new weapon and upgrade that.

From the Safe House, take the manhole to Brick Lane Markets and open the correct door.

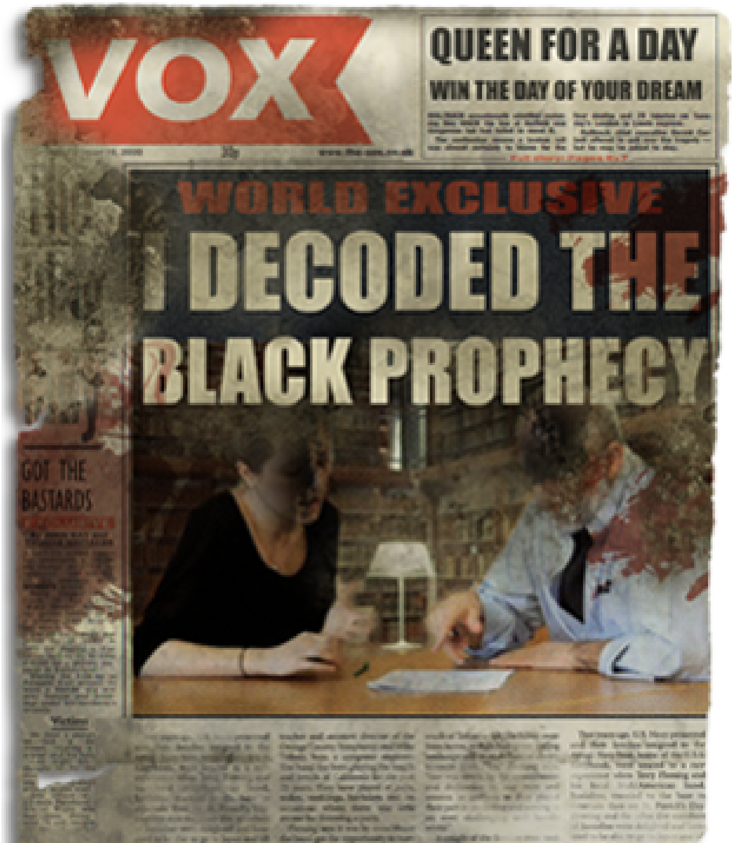
Once through into the Market Street area, your newly upgraded Pad begins to ping the three Infected prowling the street beyond the gap in the fence you need to slide under. Expect combat with two quicker Hunters and a Blighter in this area [1]. As always, there are multiple ways to deal with these threats:

- Climb the ladder to the scaffold, and shoot them from this vantage point, or blast an explosive barrel so they catch fire.
- You're also able to engage them in bloody and protracted cricket bat combat. Or simply shoot them from the ground. Remember that this helps level you up with a particular weapon. Run around the vehicles to keep the foes from reaching you.
- Or you can simply run to the newly accessible exit from this area and ignore combat.

Handgun Ammo x4

With the coast clear, locate the chain-link gate [2] next to the Victorian semi-detached house and store opposite the supermarket, with the large barricade to your right. Open the gate and step through into the refuse-strewn dirt backyard. Here you find another newspaper, and your objective updates. Enter via the metal door and head down a ladder, through an underground station corridor to a hole in the brickwork, and across to an exit into Brick Lane Flats.

Notebook Addition // Newspapers (6/7)


VOX

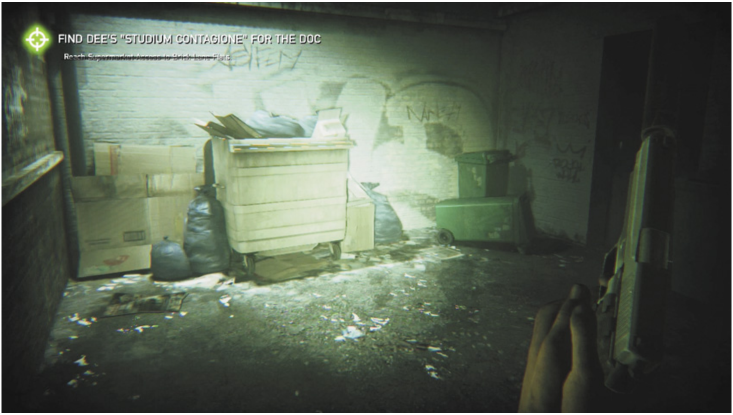
QUEEN FOR A DAY

WIN THE DAY OF YOUR DREAM

WORLD EXCLUSIVE

I DECODED THE BLACK PROPHECY

GOT THE BASTARDS


FIND DEE'S "STUDIUM CONTAGIONE" FOR THE DOC
~~Reach Supermarket Access to Brick Lane Flats~~

Brick Lane Markets: In the refuse-filled dirt backyard behind the chain-link gate across from the supermarket.

An Epic Run for a Shotgun

New Location // Brick Lane Flats (Old Brick Warehouses)

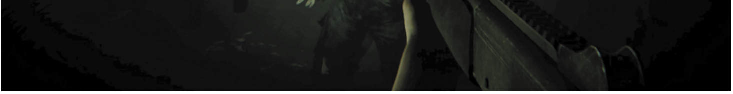
Objective 2: Reach the basement of Ron Freedman’s flat	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: None

Incoming Infected

COLLECT 7 DEE LETTERS FOR THE DOC.
○ Recover previous survivor's mission items

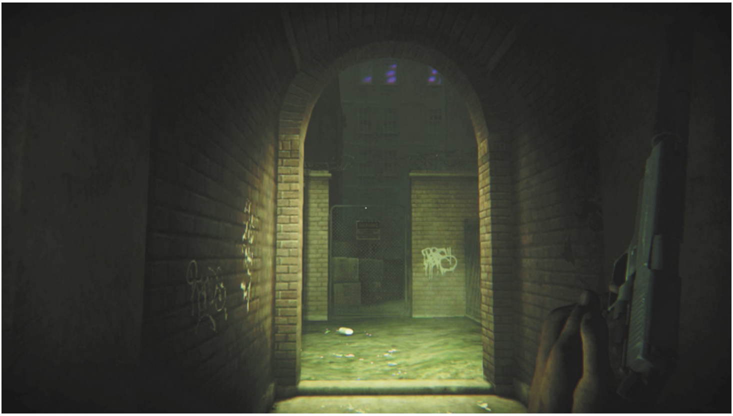
INTRODUCTION
○ Escape from the Infected



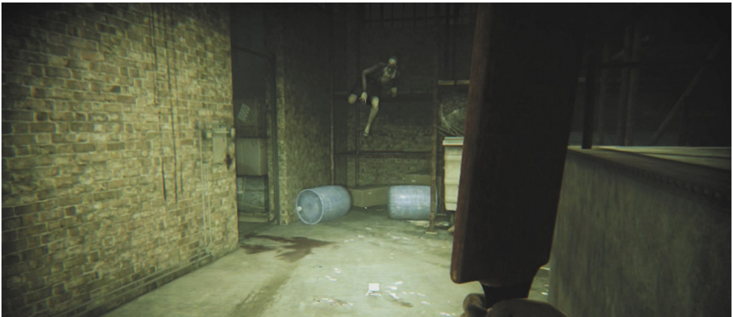
Brick Lane Flats (Warehouses): Armored Guard, Blighter, Hunter (13)

Tip

Remember you can scan corpses to check whether they carry the Virucide with which to fill your syringe. Make sure you have one of these on your person at all times!

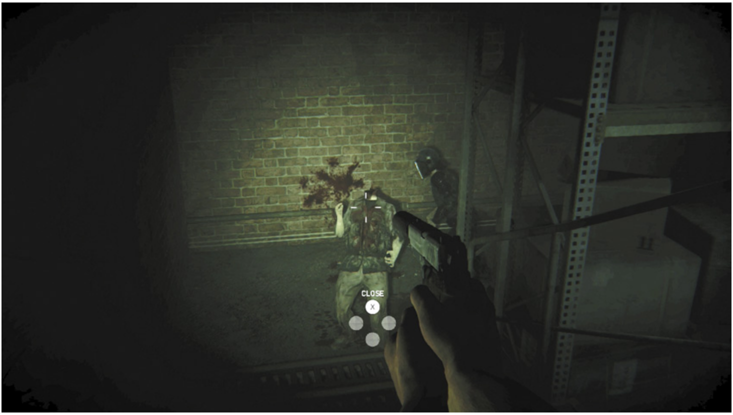


Cross a second underground corridor, scale a ladder, and head up into the Old Brick Warehouses area [3] of Brick Lane Flats. The Prepper is confused about why you're here, and after noticing the music and lights emanating from an upper flat, he expresses extreme dissatisfaction at the authorities' handling of this outbreak before turning his bile on the "people partying when they should've been prepping." While he rants, check the scaffolding and crate for items, climb up the scaffold, and cross over the top of the brick wall into a small courtyard below.

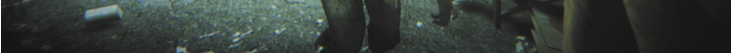


Pass the forklift, and slide through the opening in the chain-link gate to a narrow concrete and brick loading area [4]. Deal with a Hunter dropping off the scaffolding to your left, check the area for items, then head up the steps to the raised concrete area with two doors. The door to the right is locked; bring out the lockpicking tools and pry the door open to reach a small storage room with a Spread Upgrade. Then head to the other door, climb on the scaffolding to reach another possible item, and drop down to open the other door.

UPGRADE // SPREAD UPGRADE

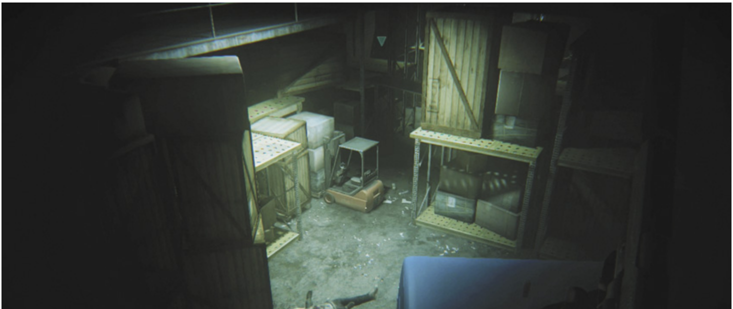


You enter a second storage room, this one in darkness and with two exits (and sometimes a flare on some metal shelves to grab). Check the opening leading up some stairs. This leads to a locked door, an Infected, and a filing cabinet to check for goodies. Killing the Infected here is helpful, as it can't stroll down stairs to ambush you from behind during subsequent combat. Return to the dark storage room and open the door into the first warehouse [5].



Step into a long warehouse with multiple levels. The ground level [6], [7] is home to Blighters, Hunters, and an Armored Guard, which are dotted throughout the narrow central pathway. Navigating your way through this chamber takes a bit of skill, and there are a few ways to do it:

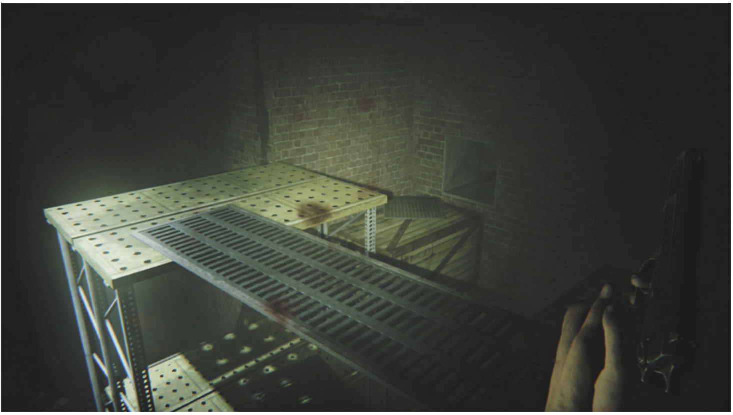
- Stalk and Shoot: If you don't dash through this entire chamber, there's enough time to deal with these foes one or two at a time. When you see an Infected, drop them with your preferred weapon, move through along the dirt floor until your next adversaries are spotted, and kill them while backing up slightly. Don't charge them though; that's the easily way to get mobbed!
- Round up and Run: This plan is slightly safer. You dodge the first zombie, look for the metal ramp on the left, and ascend it to the shelving zone above the floor. Wait for the foes to climb the ramp after you; then run across the metal bridge, toward the chamber's far end, and start your climb up while the Infected fiends simply mill about, lost and confused.
- Climb and Inflict Carnage: Another plan is to race up the ramp, maneuvering swiftly and shoving off any attacks in a reckless sprint across and up this chamber. This is quick but can result in you being swarmed if you haven't memorized the path to take.

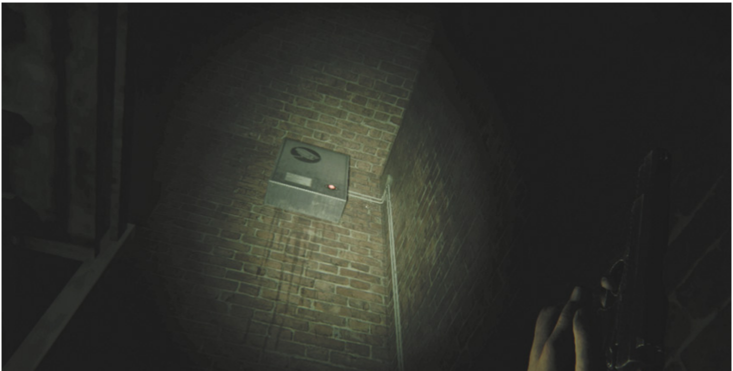


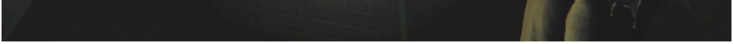
Head to the parked van and forklift at the warehouse's far end (watch for foes in the darkness if you haven't removed all threats yet!), then work your way around past the sealed door, behind the shelves, and up a metal ramp in the far right corner. Spin 180 degrees around, cross the small metal bridge into the very corner of the warehouse, and work your way up the boxes to the opposite corner [8].

Note

There are two items on the roof of the van. Step to the edge of the high stack of crates and drop onto the roof to grab them, then retrace your steps.

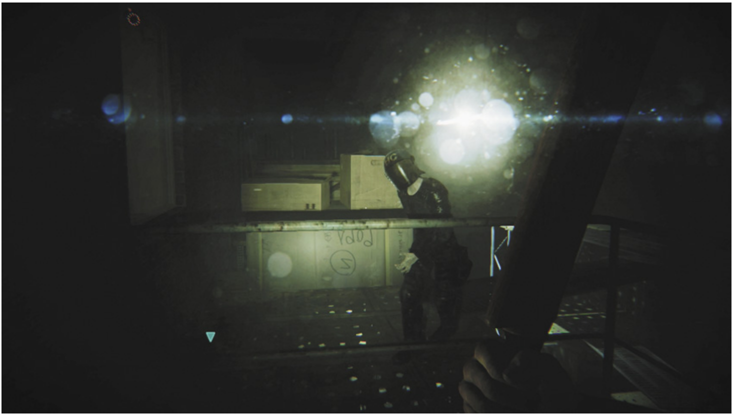


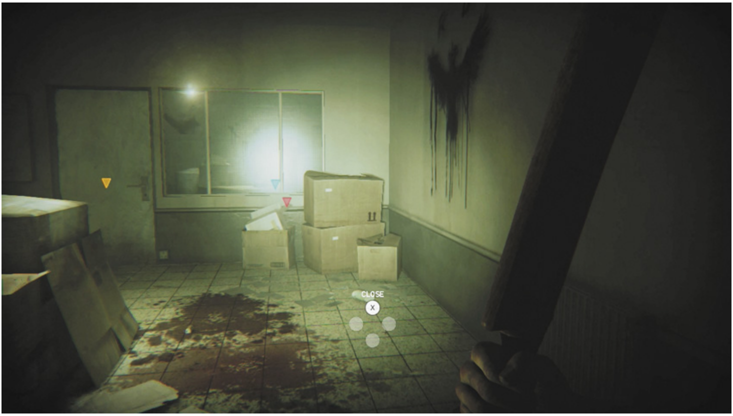




The hole in the perimeter wall leads to the second warehouse. Before you climb through that hole, work your way across the precarious metal ramps until you spot a duct opening [9] near some stacked boxes. Drop onto the boxes, clamber through the duct, and land in a small storage room you couldn't access earlier. High up on the wall is the CCTV Junction Box [10]. Exit by removing the bar from the door and stepping back into the warehouse.

CCTV // JUNCTION BOX

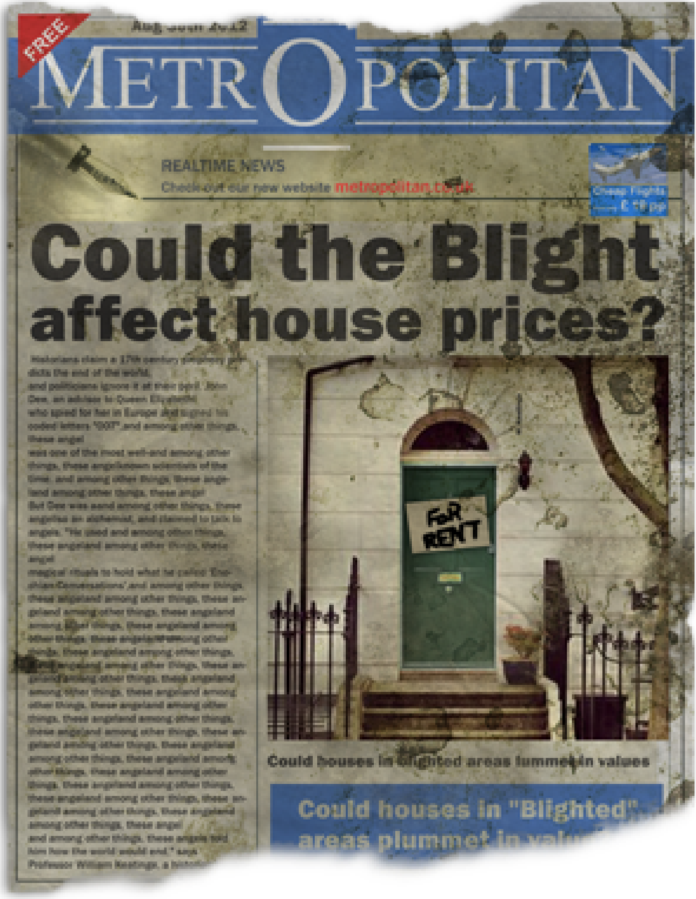




Climb back up to the high metal walkway, passing two locked metal doors. Engage an Armored Guard at the open window, then climb through into two office spaces [11] caked in blood with boxes strewn everywhere. Remove the bar from the first door; this allows you to head to the stairs and warehouse entrance where you encountered an Infected before entering this area.

Investigate the offices thoroughly; there's a newspaper on one of the boxes near a desk and barricades on the metal doors to rip off (if you're not concerned with enemies entering via either door). Check the filing cabinet for possible items, and then inspect the strange Raven sign above a secret door activated by a keypad. You can't access this yet. Come back at the end of Mission 10.

Notebook Addition // Newspapers (7/7)



FREE

METROPOLITAN

REALTIME NEWS

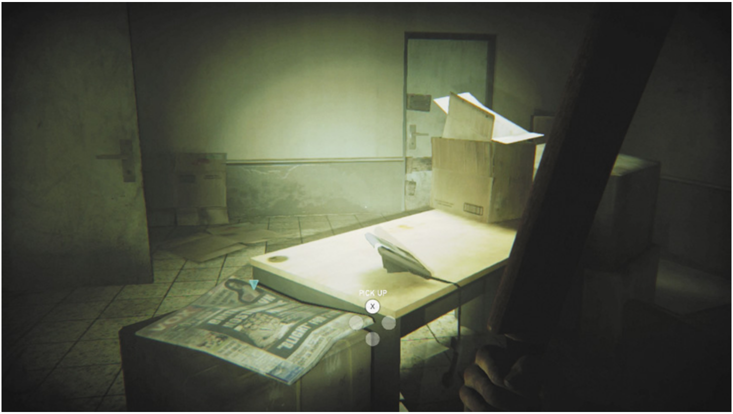
Check out our new website metropolitan.co.uk

Cheap Flights

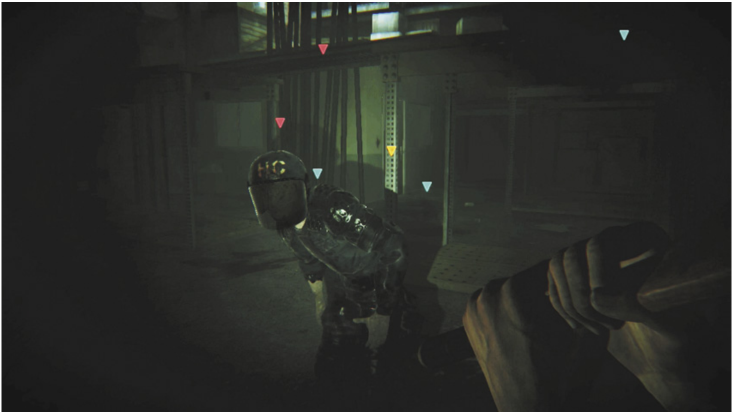
Could the Blight affect house prices?

Could houses in blighted areas plummet in values

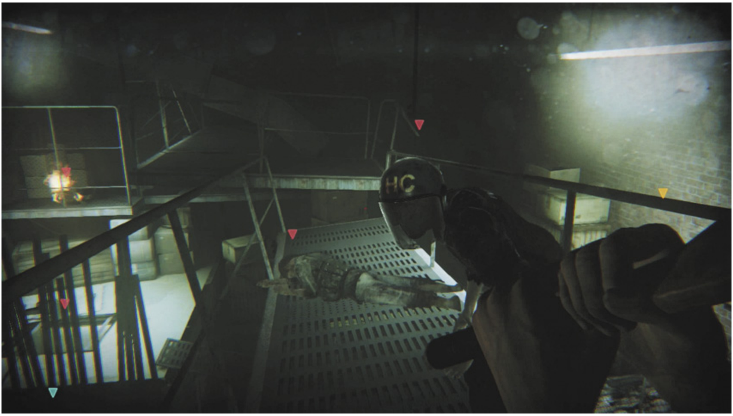
Could houses in "Blighted" areas plummet in valu



Brick Lane Flats: In the second upper office, inside Warehouse #1, on a box near a desk and Raven sign.



As you scramble through the hole between warehouses and enter the second warehouse, the Prepper radios in, recommending you drop through the ceiling of the foreman's hut, which you can see if you look across and down. For the moment, though, navigate this warehouse area by dropping down via the ladder or by falling onto the boxes. Watch for an Armored Guard prowling the ground floor [12].



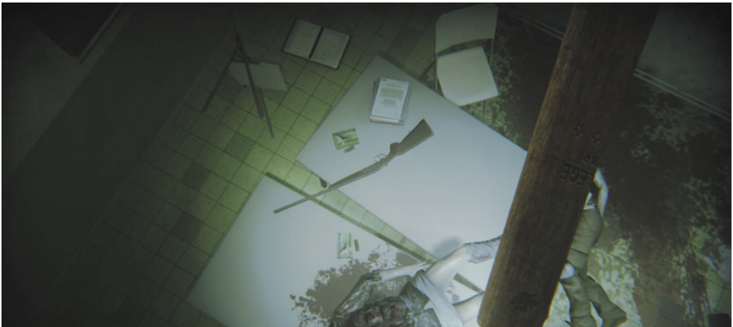
Pass the barricade, which requires C4 to remove, and try the door to the foreman's office. As the Prepper mentioned, the hut is locked, although you can peep through the windows at a corpse on a table and what looks like a new weapon. Find the nearby ladder (near the hut), and climb it to an unstable walkway. Although it's sagging alarmingly, your footing isn't what you need to worry about; head across the walkway and engage the Armored Guard [13]. You can coax him to an area of the walkway without a railing and push him off, or attack him in the usual manner.

Note

The C4 blocks a small room containing a toilet. Return here with C4 (the earliest time is after Mission 09) and engage an Enraged Super Zombie to claim its upgrade.

Note

There are planks to pick up and barricade doors with, but do this only if you return here and are overrun by foes or want to gather planks for future confrontations.



Climb to the second part of the sagging metal walkway, working your way down to stand on the metal shelves. There are two corpses to search in this area, which requires more clambering. One of the corpses lies next to an open roof hatch above the office hut. Drop into the office, checking the table [14]. Pick up the shotgun and all available ammunition! Then remove the bar from the door so you're free to move across this location if you return here in the future. Finally, head around the corner to the basement stairs.

WEAPON // DOUBLE-BARRELED SHOTGUN

ITEM // SHOTGUN AMMO (20)

Weapon // Double-Barreled Shotgun

“Now we’re talking. Double the barrels for double the gun!”

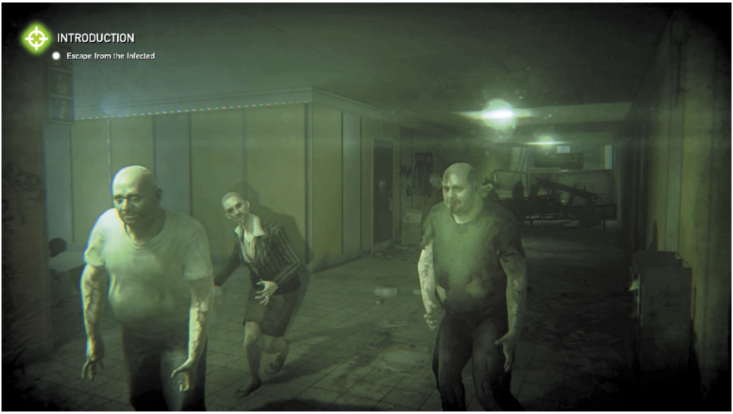
Noisy Neighbors

New Location // Brick Lane Flats (Ron Freedman’s Flat)

Objective 3: Reach Ron Freedman’s flat	
Danger Level:	●●●○○

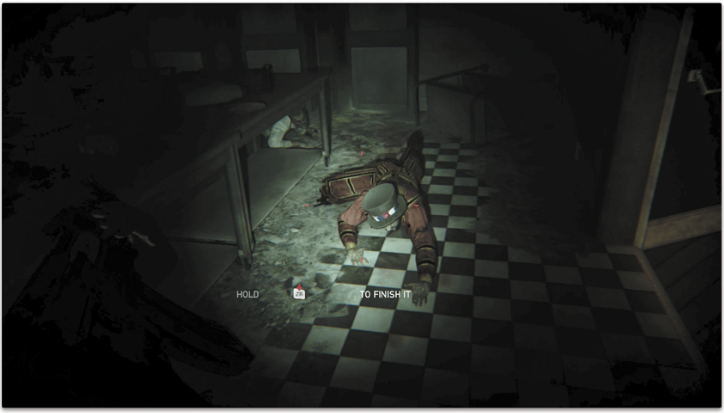
- Objective Marker: Yes
- Survivor Score: 100
- Special Instructions: None

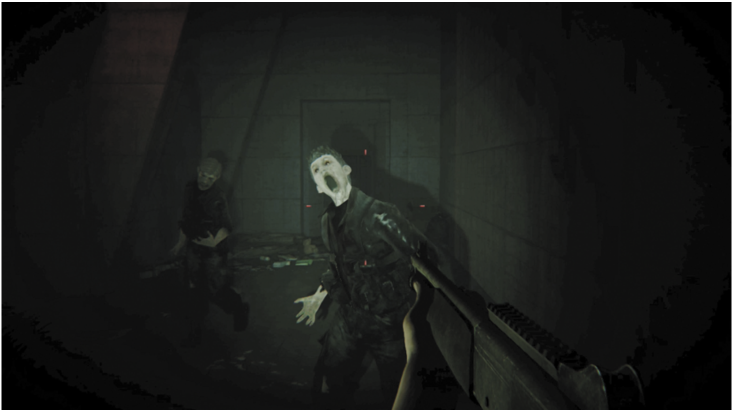
Incoming Infected



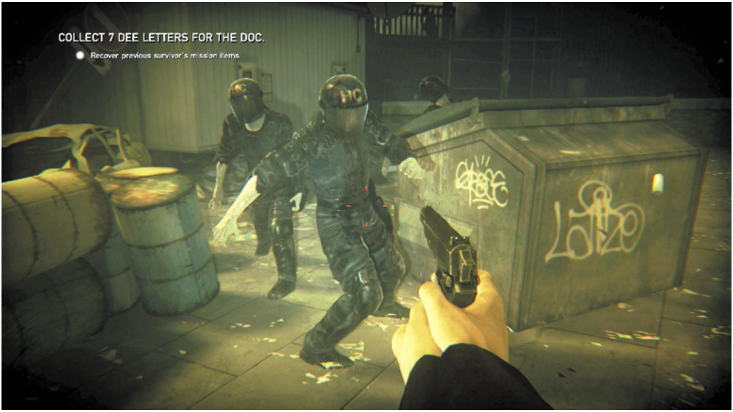
Brick Lane Flats (basement elevator): Blighter (9)

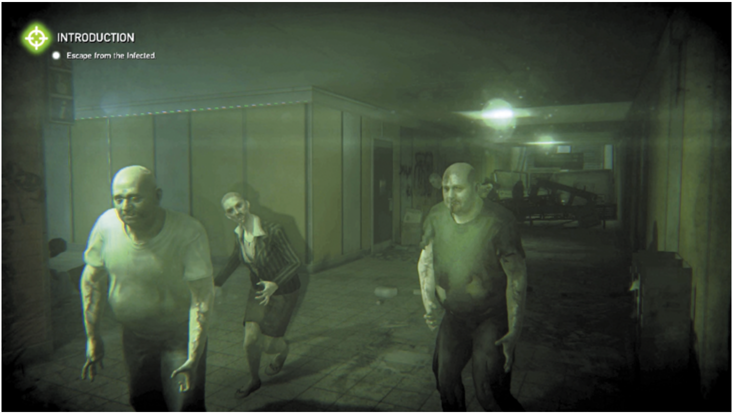
INTRODUCTION
Escape from the Infected





Brick Lane Flats (party floor): Blighter, Crawler, Hunter (12)


COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items
HC
HC



Brick Lane Flats (Ron’s floor): Armored Guard, Blighter

Tip

Descend the steps, and then search for the door with the “house” sign on it. Make sure you open it, descend to the manhole cover, and remove it to unlock another shortcut. This is especially helpful if you’re almost at your carrying capacity: Return to the Safe House, place items in the Ravens blue container (you should have at least four slots free), and save your game. Then return to the manhole you just uncovered.

Once you've saved and arranged your items, continue through the narrow concrete connecting path, stopping for a possible cake infusion along the way. The Prepper realizes where you're headed—to that "soft-headed imbecile" Ron Freedman's place! The Prepper warns you not to trust Freedman; this bloke is a "lying sack of shite." As sacks of shite go, he's the worst kind. Continue down to the basement elevator room [15], and introduce the Infected to your boomstick.

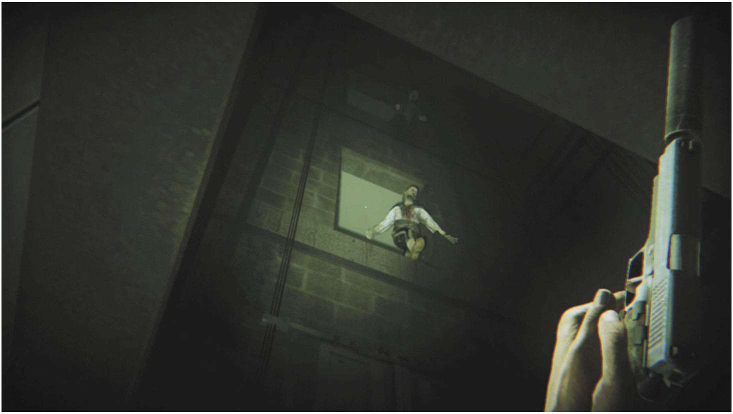
Characters // Ron Freedman

Little is known about Ron Freedman, aside from his companionship with the Ravens. Known associates are a woman named Sondra and a man named John, although relationships seem to have become strained with the latter after a falling out and John's mental problems. Freedman is currently holed up in his upper-floor compound, readying to ride out the apocalypse.

After four messy, short-range shotgun blasts take care of the four moving foes, quickly check this concrete basement. There's a small storage room at the far end, but the area of interest is the elevator bank. Check the left elevator shaft; there's a corpse and metal container from which to grab items. Then check the right elevator [16]; this is actually working, but once you open the doors, expect two more Infected to attack from your right. Remove their craniums quickly, and enter the elevator.

Caution

You can try coaxing the Infected around, then dashing for the working elevator, but this is more dangerous, and you don't want your unclean foes swarming you inside the elevator car!



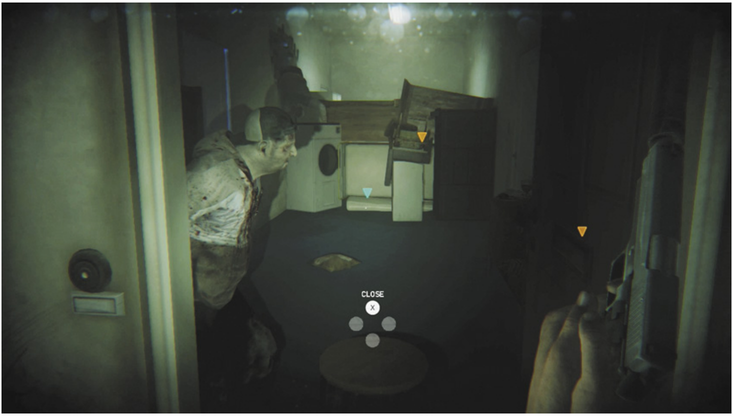
After an excruciating delay, the elevator doors close (after you activate the elevator from inside the car), and the elevator ascends to Ron's floor. Look up through the car's open roof as you go; five Blighters fall out of the shaft above and to your right, attracted by the noise. Two land on your roof! You can:

- Bring your favored killing implement to bear on them.
- Or push any out of the way, exit the elevator into the flat foyer, and close the door behind you, trapping them.
- Or wait for them to fall to your level and bash them with your bat.

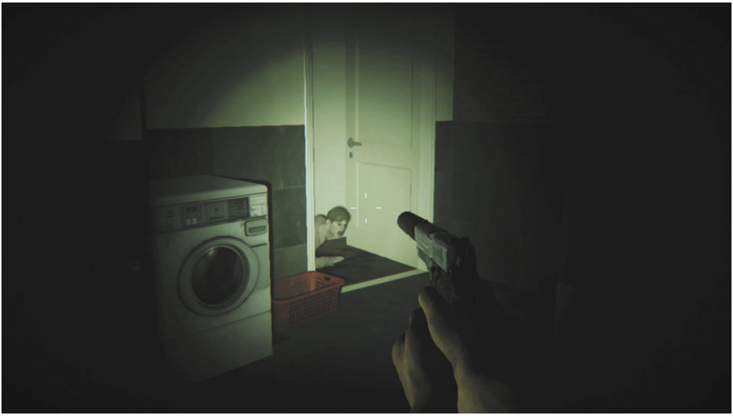
The Prepper lets you know Ron's flat is the next floor up; you need to find an air duct and crawl your way upstairs.

Tip

There are several Infected in a variety of narrow and enclosed spaces as you navigate the rooms to come. You may want to use your silenced P226 Pistol and switch off your flashlight to stay silent for as long as possible.

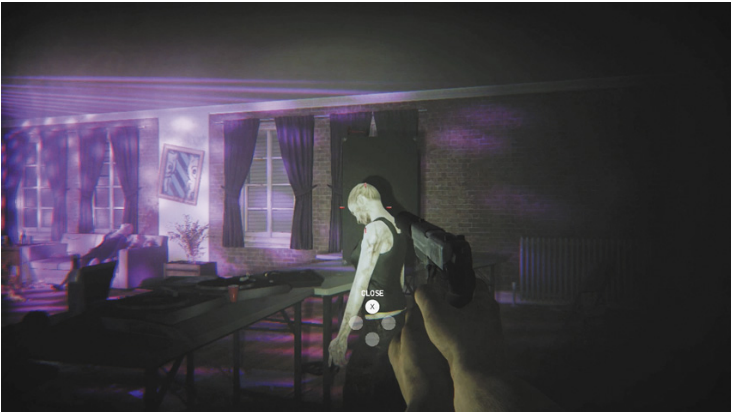


Head toward the open door ahead of you. Expect a Blighter to lurch your way, with another clambering over the barricade in the hallway beyond [17]. Take them out, and ignore the door on the left; instead check the door to the right, which leads into a darkened flat with three Infected waiting to salivate all over your still-warm corpse. Prevent this from happening with short, accurate blasts from your pistol, shotgun, or crossbow. Search the flat for a few minor items, then look for a duct in the far wall.



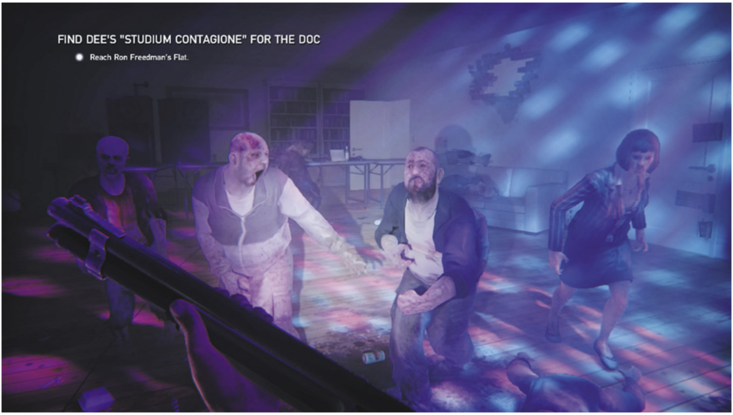
Stand up and check the bathroom [18]; you find a grotesque blood-filled tub and nearby Crawler ready to nibble on your ankles. Introduce its head to the heel of your shoe, gather items (check the bloody toilet), and then pry off the barricade on the door. This leads back into the party corridor, on the other side of the hallway barricade. Don't check the stacked furniture.

The party music is blaring from within this flat, but the partygoers aren't up and peaking; they're comatose and swaying. Hopefully none of them have spotted you, allowing you a variety of plans to stop this party:



- Wheels of Steal: The music is still on. There’s a Hunter swaying near the music decks [19]; switch off the music at your peril”. Do this, though, and the partygoers get a little annoyed at the lack of “tunes.” Expect a swift attack and little places to retreat. This isn’t wise!

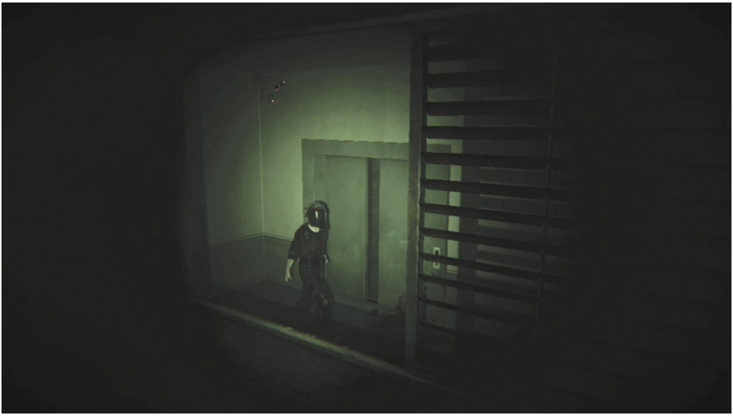
- Drinks Are on You: Grab a grenade or Molotov cocktail from your inventory, and aim it at the fireplace where the Infected are congregating. The ensuing explosion removes all of the threats, save the foe near the turntables: Drop this foe afterward.


FIND DEE'S "STUDIUM CONTAGIONE" FOR THE DOC

● Reach Ron Freedman's Flat.

- Rage at the Rave: There’s always a tried-and-true “wander into the room firing your shotgun” plan. If you must try this unsubtle and dangerous tactic, stay by the turntables and use your shotgun so foes are approaching you one at a time.

When the party is truly over, search the corpses for minor items and optionally remove the barricade from the door leading back into the hallway; this makes the path from the elevator to the party room much quicker to navigate.



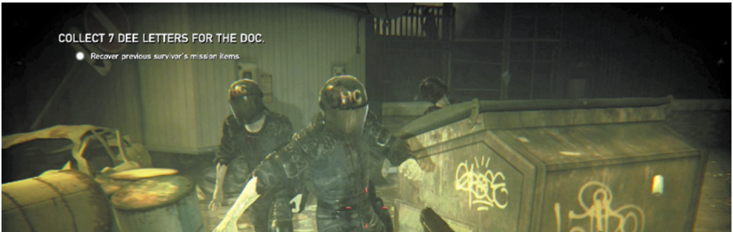
Head into the bedroom where the remains of three partygoers are rotting on and near the bed. Search them, then drop down and access the duct work from this room. From there, clamber up to the elevator hallway on the floor above. There's movement behind you; an Armored Guard wanders the hallway. Drop down from the duct (as Infected are following you through the duct work), and engage the Guard [20]. Then finish the foe falling from the duct you were just using.

Freedman or Dead Man?

Objective 4: Retrieve Dee's "Studium Contagione"	
Danger Level:	●●●○○

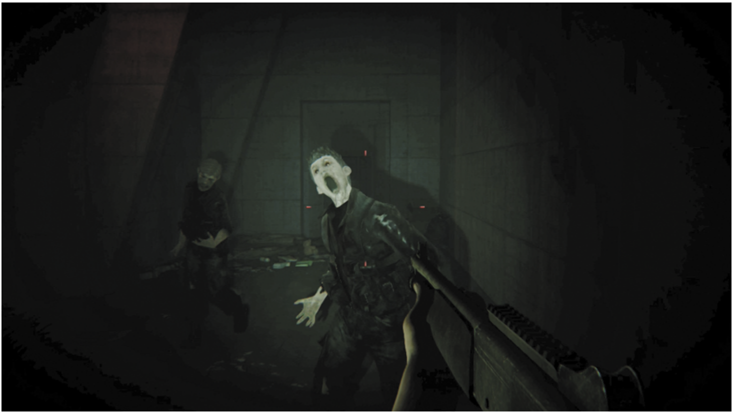
- Objective Marker: Yes
- Survivor Score: 100
- Special Instructions: None

Incoming Infected

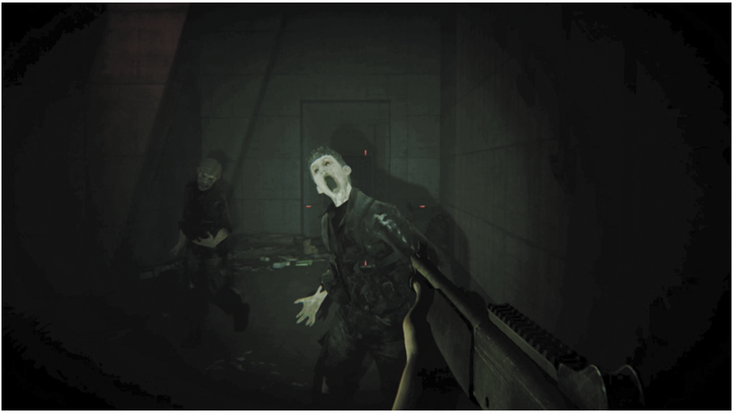


COLLECT 7 DEE LETTERS FOR THE DOC.

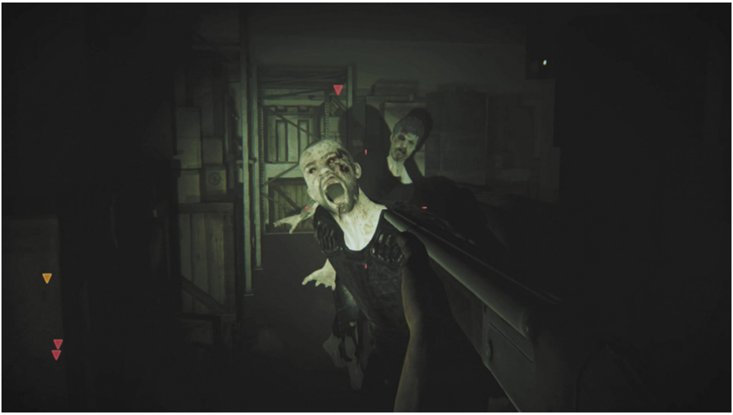
● Recover previous survivor's mission items.



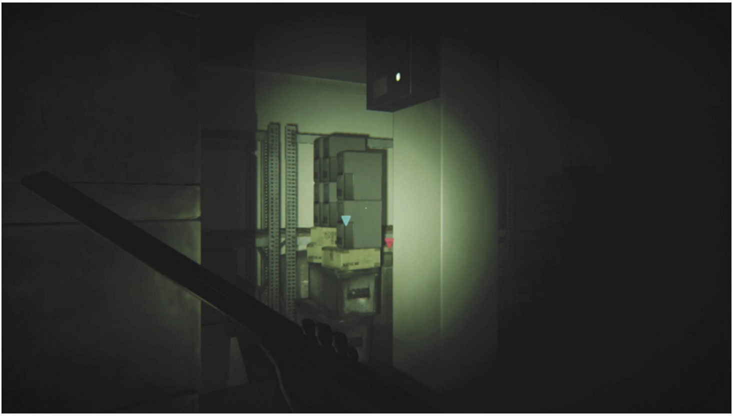
Brick Lane Flats (Ron’s flat storage room): Armored Guard, Hunter



Brick Lane Flats (Ron’s flat trash room): Hunter

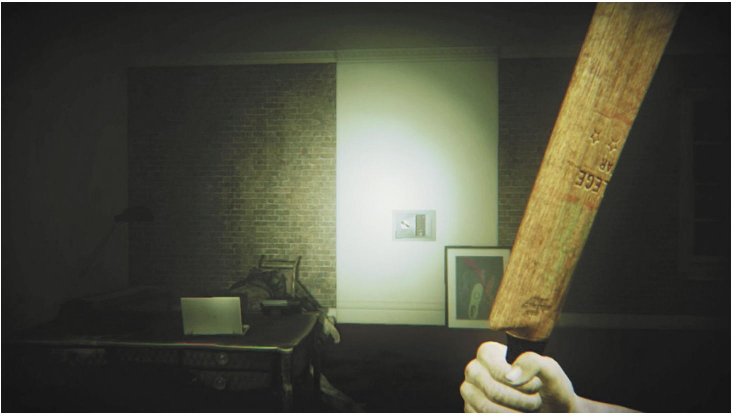


Open the door to Ron's flat. It's easy to spot this Ravens member's abode; the living room is a massive maze of storage shelves. Ron was stockpiling for the apocalypse. Foes are banging on the elevator doors; close (and optionally barricade) Ron's door behind you to give you some extra time. Then make a slow and deliberate walk through the rows of shelving [21] after scanning the area. Stay on the ground, coaxing an Armored Guard and Hunter to their deaths at the hands of your weaponry.



Continue searching Ron's room after you dispose of immediate threats. Locate the CCTV Junction Box on a support pillar [22], allowing you to see the map of the surrounding area. Don't worry about accessing the letter on a table you can't reach just yet; you'll get to that side of the room in a moment. For now, grab whatever you need from the metal container, then search out a bookcase. Push that out of the way to reveal a door to open.

CCTV // JUNCTION BOX



Ron Freedman's office [23] is incredibly sparse compared to the living room. As you enter, you hear a mysterious radio communication from someone named Sondra; she mentions certain "nests" being raided by "vultures." She frantically attempts to raise Ron but to no avail; the line of sprawled corpses in this chamber includes Ron himself, who's succumbed to the Blight (or taken his own life; this is no time for forensics!).

Gather the large number of offensive and health-based items on the corpses and from the container near Ron's desk, and then switch on your Pad. The light from your Pad illuminates a four-digit number on the wall next to a safe. Type in "1527" into the safe keypad lock and it opens, allowing you to gather further ammo and health items from within the safe. More importantly, there's an old book—the tome you're here for!

Caution

Wait around too long, and expect a Hunter and Crawler to show up, followed by other foes if you intend to camp out here all night: Get this book and get going!

Caution

You did check the safe and drag the book into your backpack, didn't you? If you leave without the book, it's a long way back here!

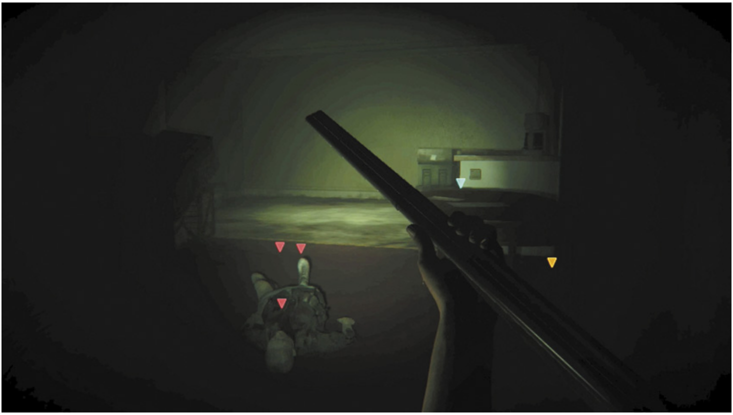
ITEM // DR. JOHN DEE'S "STUDIUM CONTAGIONE"

Characters // Sondra

The mysterious leader of the equally mysterious paramilitary organization known as The Ravens of Dee, Sondra has received excellent military training, a quality she's putting into practice on a daily basis. Her current role is multifaceted, but she's keen on preserving the works of Dee himself, locating key manuscripts and knowledge for the betterment of mankind. She's also in charge of evacuating any remaining survivors from the capital. She had a romantic relationship with a man named John, but ended it. She prefers penning letters about her failed relationships than talking about them.

Objective 5: Escape via the Trash Chute	
Danger Level:	●○○○○

- Objective Marker: Yes
- Survivor Score: 20
- Special Instructions: None



With the book in hand, look to the side wall and another duct. Crawl through to the other side of the living room you couldn't reach earlier, and inspect the note on the table . The woman who wrote this may have contributed to "John's" decline, but this is pure speculation. What is concrete evidence, though, is the metal container with ammo and a room ripe for scanning. Then look for the chute in one of the walls, and ride it down into a trash room at the bottom of the flats.

Lore: "Dear John."

I'll never forget everything you've given me. Our time together was the happiest of my life...but now those memories are tarnished, and I want it to stop.

We both know you don't belong in the trauma unit. But the injustice of it all has changed you. You're not the man I fell in love with anymore. The man who risked (and lost) everything to try and prepare the world for the coming storm.

That man seems to be dead. Looking back, your letters have become more and more bitter over time, filled with cynicism and contempt. God knows, I can't blame you, after everything that's happened! But I don't want to know this new man. I don't think we have anything constructive to say to one another anymore.

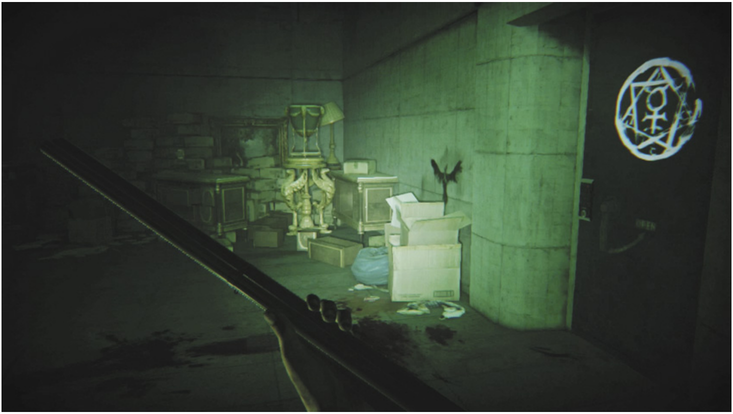
If I do somehow survive the Blight, if any of us do, it'll be thanks to you. I owe that to the man I loved. He'll remain a part of me, forever.

Forgive me.

Bringing Home the Bacon

Objective 6: Give “Studium Contagione” to the doc	
Danger Level:	● ○ ○ ○ ○

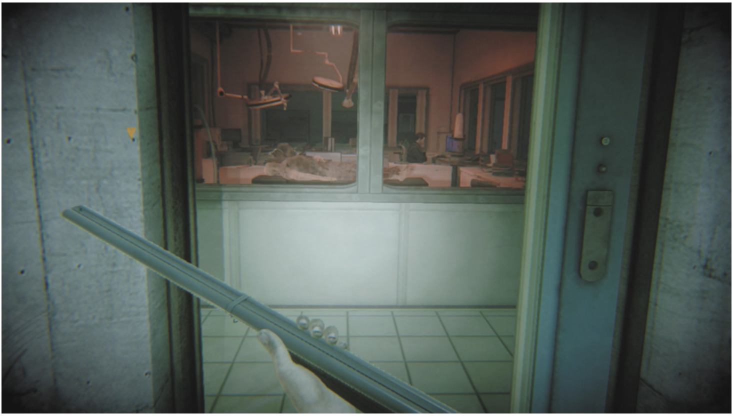
- Objective Marker: Yes
- Survivor Score: 50
- Special Instructions: None



Execute the Hunter inside this small, dark trash room, and then open the door, heading to a series of (empty) connecting chambers culminating in a door that brings you out into the Royal Bunker. Cross the connecting chamber, up a ladder, and into a storage room you haven’t discovered before [25]. Bring out your Prepper Pad and scan the chamber. There’s something daubed on one of the stored paintings in the corner, but it simply comes up as “???” on your Pad. Perhaps this has something to do with the strange occult symbol on the adjacent door with the keypad you don’t know the combination of?

Tip

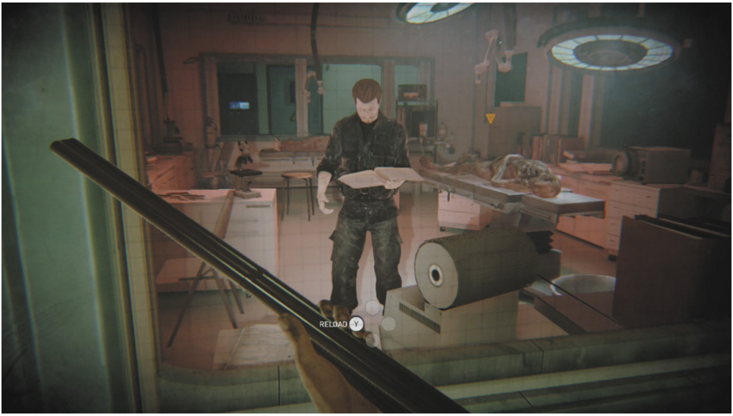
If you’ve been keeping track, this is the fourth odd painting you should have found in the Royal Bunker. But your Pad isn’t upgraded to the point where you can decipher these images. Be patient; all is revealed shortly!



For now, ignore the door with the symbol and exit via the doorway. Enter the stairwell bathed in red light. Check the side storage area for a Capacity Upgrade, and then climb the stairs to a barred door. Remove the bar, open the door, and you'll find yourself back in the Hub room. It's only a short walk across to the Doctor's Laboratory [26] from here.

UPGRADE // CAPACITY UPGRADE

It's also a great time to head down the Ravens staircase to the nearby bed and save your progress.



Enter the doctor's laboratory, and place the book in the pass-through box. The doctor mumbles about his latest experiments resulting in less-than-optimal outcomes. However, after reading some of the book, he remarks on a particular passage: Dee's last letter to Francis Bacon. There's mention of a panacea code. He tells you the Ravens believe they possess the code. He reckons if you track down the Ravens and retrieve the code, it could unlock a cure!

Sir Francis Bacon

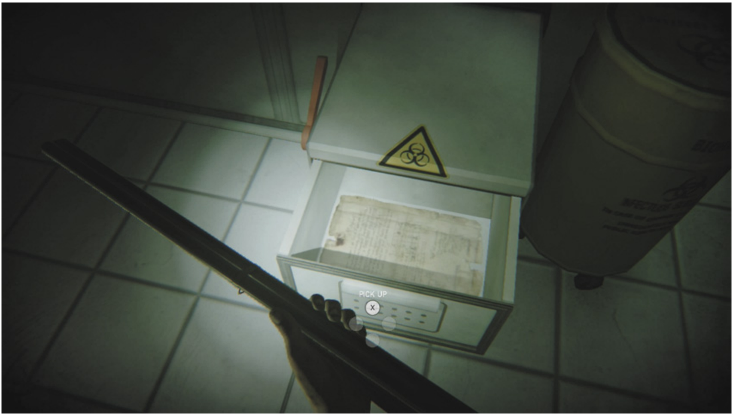
One of the foremost philosophers and scientists of the 16th century, Bacon was a highly influential man, and responsible for building the foundations of rational, scientific thought. He died of pneumonia while studying meat preservation at low temperatures.

Detour: On a Mission

MISSION 08: COLLECT 7 DEE LETTERS FOR THE DOC

Objective 1: Take the First Letter of Dee.	
Danger Level:	● ○ ○ ○ ○

- Objective Marker: No
- Survivor Score: 200
- Special Instructions: Completed after Mission 07.



Mission 08 now begins, and the first part of it requires you to take Dee's Letter from the pass-through box. There are six more letters to find, scattered across old London town.

ITEM // DEE'S LETTERS #1

Tip

Your work in the bunker is complete for now. Head down to the Palace Bunker Manhole, return to the Safe House, and save your progress.

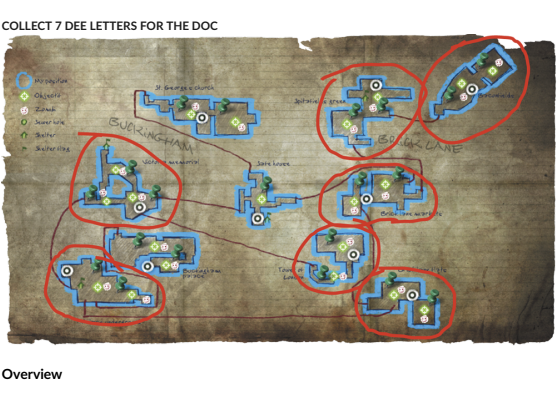
Mission 07 Completed: Maximum Survivor Score: +490

Mission 08 (Objective #1) Completed: Maximum Survivor Score: +200

Missions

Mission 08

COLLECT 7 DEE LETTERS FOR THE DOC



Overview

This mission doesn't follow the conventional format of the others: It becomes active at the end of Mission 07 and remains active until you complete Mission 14 (after which you must complete it). The earliest possible time you can complete it is after Mission 11B concludes. The following information groups all of the scouting plans for finding each of the seven Letters of Dee, but these aren't all possible at once. The optimal times to try finding them are shown below.

Objectives

- Objective 1: Take the First Letter of Dee.
- Objective 2: Use CCTV monitors to find the letter bearers.
- Objective 3: Collect Dee's Letter in Victoria Memorial.
- Objective 4: Collect Dee's Letter in Brick Lane Flats.
- Objective 5: Collect Dee's Letter in Brick Lane Markets.
- Objective 6: Collect Dee's Letter in Spitalfields Green.
- Objective 7: Collect Dee's Letter in Tower of London.
- Objective 8: Collect Dee's Letter in Baconfields.
- Objective 9: Bring Dee's Letters to Dr. Knight.
- Objective 10: Return to Safe House Restrooms.

Important Items

Dee's Letters #1

Dee's Letters #2

C4 (5)

Upgrade: Firepower

Dee's Letters #3

Upgrade: Capacity

MP5 SD Submachine Gun

Dee's Letters #4

Upgrade: Capacity

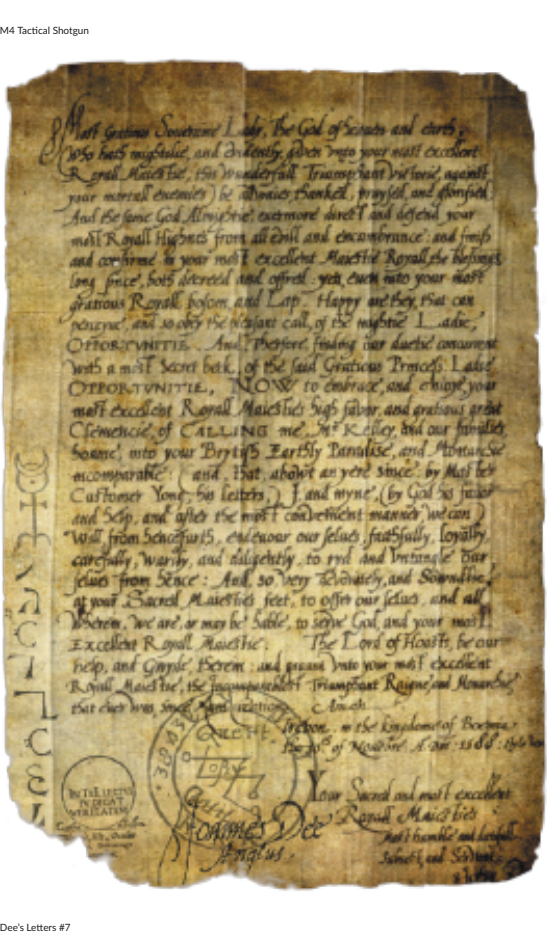
Dee's Letters #5

Upgrade: Capacity

Dee's Letters #6

Upgrade: Spread

M4 Tactical Shotgun



Dee's Letters #7

Upgrade: Capacity

Magnum Pistol

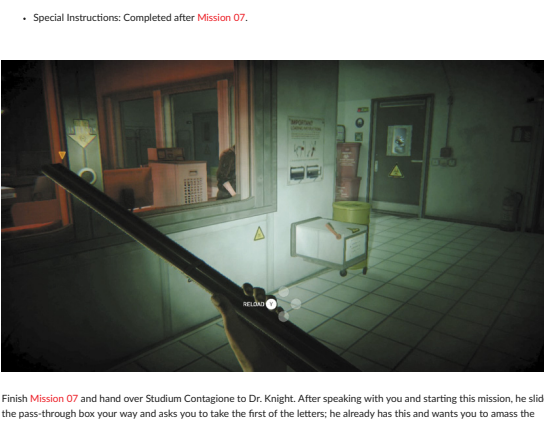
DEE'S LETTERS // LOCATION TABLE

Dee Letter	Dee Letter #	Location	Objective #	Description	Optimal Time to Locate	Items Needed
	1	Palace Underground (Dr. Knight's Laboratory)	1	In the pass-through box between you and the doctor. Given to you by the doctor at the end of Mission 07	The conclusion of Mission 07.	None
	2	Victoria Memorial (Sewer Tunnel)	3	The armory, inside the cell door in the side passage just down the steps from the Safe House door.	The conclusion of Mission 09.	Waverley's Keycard
	3	Brick Lane Flats (Warehouse Upper Offices)	4	Inside the cubbyhole behind a Ravens keypad door	The conclusion of Mission 10	Prepper Pad Decipher Upgrade
	4	Brick Lane Markets (Tenement Alley Back Garden)	5	Behind a C4 debris pile, in the back garden near the alleyway between tenement flats	During Mission 11A	C4
	5	Spitalfields Green (Quaker Park)	6	Behind a large iron barricade, at the end of a series of backyards, in one corner of the park	The conclusion of Mission 11B	Prepper Pad Keycard Hack
	6	Tower of London (Tug Boat)	7	On the deck of a tugboat, connected by drawbridge to the second pier, on the Thames	The conclusion of Mission 11B	Prepper Pad Keycard Hack
	7	Baconfields (Wasteland)	8	Inside a small shed, close to the wasteland pond and digging equipment	The conclusion of Mission 11B	Prepper Pad Keycard Hack

Detour: Letters in the Bunker

Objective 1: Take the First Letter of Dee	
Danger Level:	●○○○○

- Objective Marker: No
- Survivor Score: 50
- Special Instructions: Completed after Mission 07.



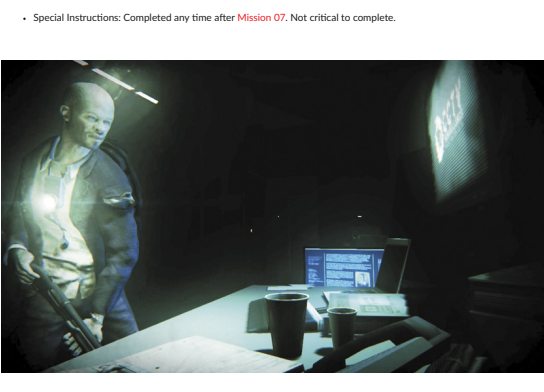
Finish Mission 07 and hand over Studium Contagione to Dr. Knight. After speaking with you and starting this mission, he slides the pass-through box your way and asks you to take the first of the letters; he already has this and wants you to amass the remaining six. Take Dee's Letter from the pass-through box. There are six more letters to find, scattered across old London town.

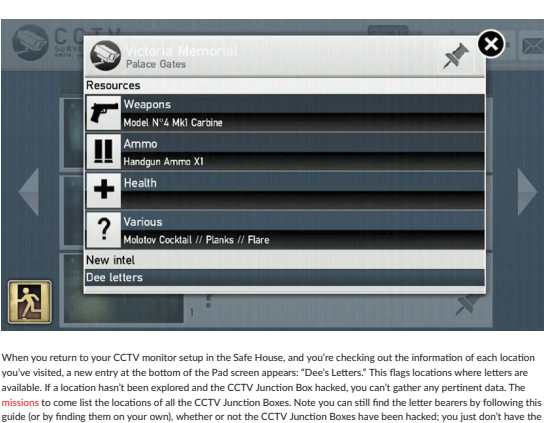
ITEM // DEE'S LETTERS #1

Detour: Looking for Letters

Objective 2: Use CCTV monitors to find the letter bearers	
Danger Level:	●●●●○

- Objective Marker: Yes
- Survivor Score: 10
- Special Instructions: Completed any time after Mission 07. Not critical to complete.





When you return to your CCTV monitor setup in the Safe House, and you're checking out the information of each location you've visited, a new entry at the bottom of the Pad screen appears: "Dee's Letters." This flags locations where letters are available. If a location hasn't been explored and the CCTV Junction Box hacked, you can't gather any pertinent data. The missions to come list the locations of all the CCTV Junction Boxes. Note you can still find the letter bearers by following this guide (or by finding them on your own), whether or not the CCTV Junction Boxes have been hacked; you just don't have the benefit of checking on your progress from here.

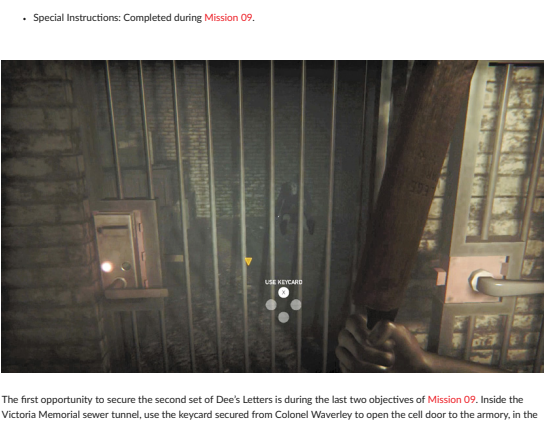
Lore: Ravens Letter Bearers

As the Blight worsened, a handpicked group of specially trained operatives from the Ravens of Dee undertook an assignment: the procurement and safekeeping of Dee's most valuable missives. Splitting up the papers ensured the information contained could never be used as barter or blackmail by enemies of the Ravens. The plan was to regroup at a safer time in the future, gather the papers, and ponder the contents they contained.

Detour: Letters in the Sewer

Objective 3: Collect Dee's Letter in Victoria Memorial	
Danger Level:	●●●●○

- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: Completed during Mission 09.



The first opportunity to secure the second set of Dee's Letters is during the last two objectives of Mission 09. Inside the Victoria Memorial sewer tunnel, use the keycard secured from Colonel Waverley to open the cell door to the armory, in the side passage just down the steps from the Safe House door. Aside from the upgrades and C4, the female letter bearer corpse in one corner holds the letters you're looking for. Grab them as you finish Mission 08. There are other items in this small armory, too:

GEAR // C4 (5)

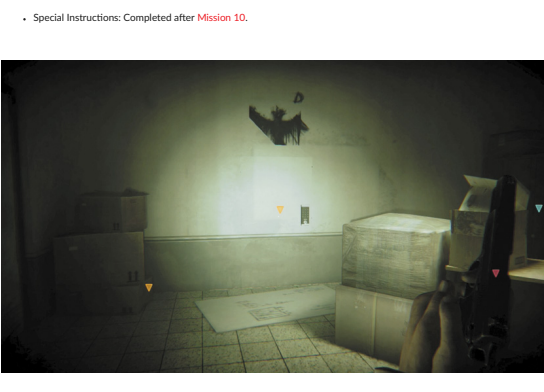
ITEM // DEE'S LETTERS #2

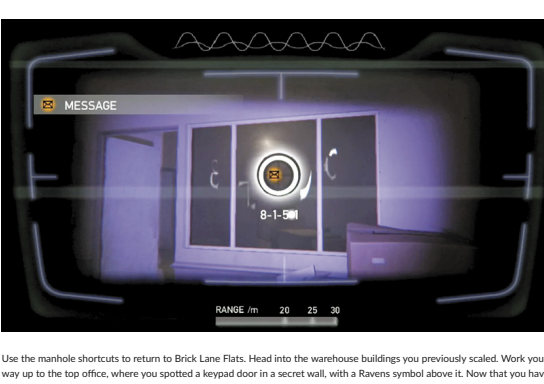
UPGRADE // FIREPOWER UPGRADE

Detour: Letters in the Upper Office

Objective 4: Collect Dee's Letter in Brick Lane Flats	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: Completed after Mission 10.

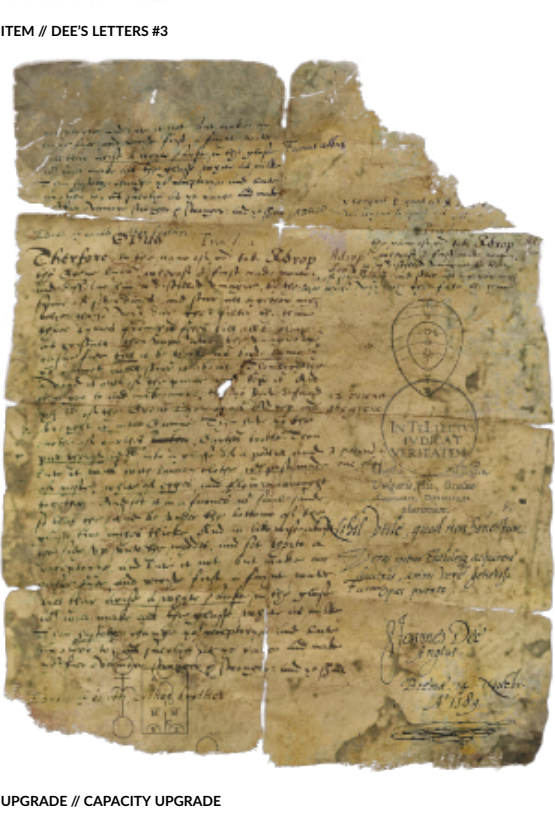




Use the manhole shortcuts to return to Brick Lane Flats. Head into the warehouse buildings you previously scaled. Work your way up to the top office, where you spotted a keypad door in a secret wall, with a Ravens symbol above it. Now that you have the decipher capabilities available on your Pad, you can work out what the strange signs mean...but only if you're positioned in the correct place!

Stand so you're looking at the window between the two office rooms. Line up the wing tips of the Ravens symbol—there's some on the wall and some on the window. When they're perfectly lined up, scan the wall through the window. This reveals a 4-digit code. Input that to open the door, inside which is a cubbyhole with a dead letter bearer soldier clutching Dee's Letters. There are other items to find here too:

ITEM // DEE'S LETTERS #3



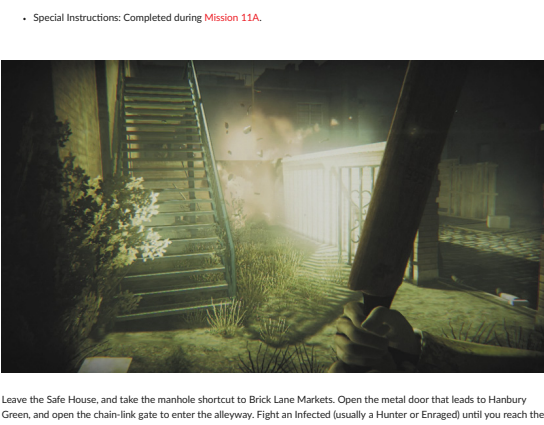
UPGRADE // CAPACITY UPGRADE

WEAPON // MP5 SD SUBMACHINE GUN

Detour: Letters in the Alley

Objective 5: Collect Dee's Letter in Brick Lane Markets	
Danger Level:	●●○○○

- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: Completed during Mission 11A.



Leave the Safe House, and take the manhole shortcut to Brick Lane Markets. Open the metal door that leads to Hanbury Green, and open the chain-link gate to enter the alleyway. Fight an Infected (usually a Hunter or Enraged) until you reach the green metal balcony stairs in the alley between the terraced flats. Locate the pile of rubbish, and place C4 on it. After the ensuing explosion, squeeze through the hole in the brick wall, and search the letter bearer in the garden for the following:

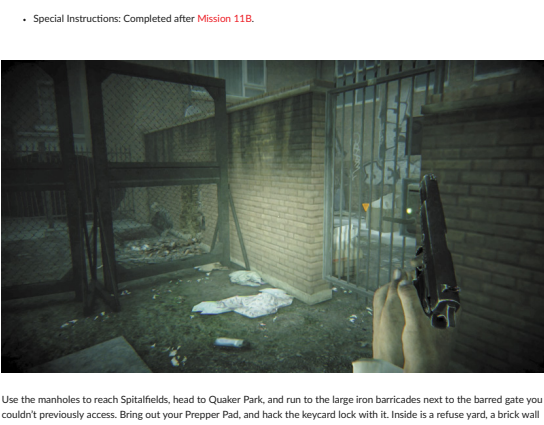
ITEM // DEE'S LETTERS #4

UPGRADE // CAPACITY UPGRADE

Detour: Letters in the Park

Objective 6: Collect Dee's Letter in Spitalfields Green	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: Completed after Mission 11B.



Use the manholes to reach Spitalfields, head to Quaker Park, and run to the large iron barricades next to the barred gate you couldn't previously access. Bring out your Prepper Pad, and hack the keycard lock with it. Inside is a refuse yard, a brick wall with a hole to maneuver through, and a letter bearer holding Dee's Letters. Don't forget the Capacity Upgrade in the corner too.

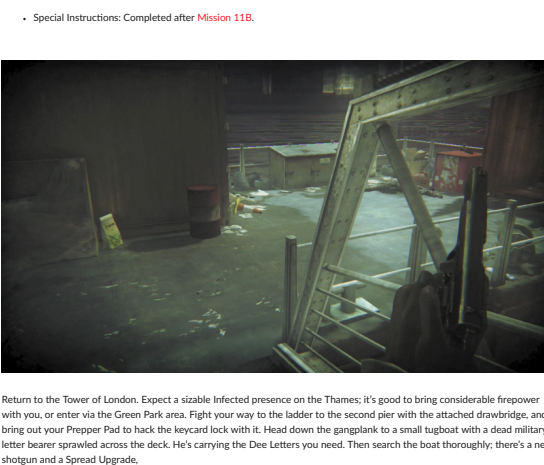
ITEM // DEE'S LETTERS #5

UPGRADE // CAPACITY UPGRADE

Detour: Letters on the Thames

Objective 7: Collect Dee's Letter in Tower of London	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: Completed after Mission 11B.



Return to the Tower of London. Expect a sizable Infected presence on the Thames; it's good to bring considerable firepower with you, or enter via the Green Park area. Fight your way to the ladder to the second pier with the attached drawbridge, and bring out your Prepper Pad to hack the keycard lock with it. Head down the gangplank to a small tugboat with a dead military letter bearer sprawled across the deck. He's carrying the Dee Letters you need. Then search the boat thoroughly; there's a new shotgun and a Spread Upgrade,

ITEM // DEE'S LETTERS #6

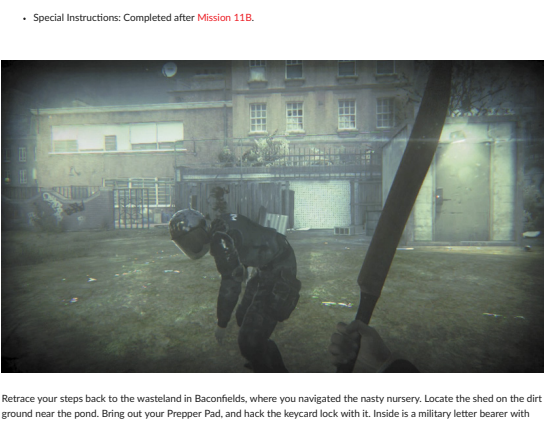
WEAPON // M4 TACTICAL SHOTGUN (x7 AMMO)

UPGRADE // SPREAD UPGRADE

Detour: Letters in the Shed

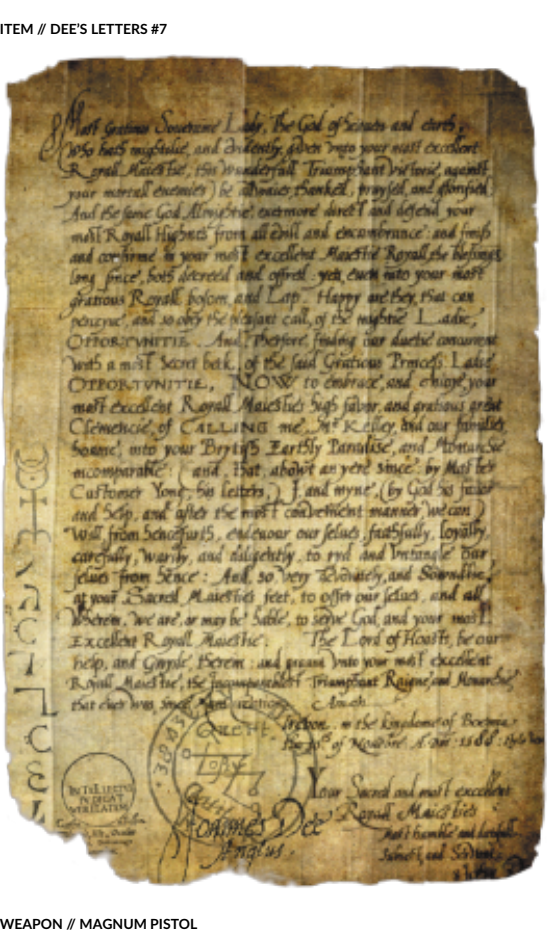
Objective 8: Collect Dee's Letter in Baconfields	
Danger Level:	●●●●○

- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: Completed after Mission 11B.



Retrace your steps back to the wasteland in Baconfields, where you navigated the nasty nursery. Locate the shed on the dirt ground near the pond. Bring out your Prepper Pad, and hack the keycard lock with it. Inside is a military letter bearer with Dee's Letters on him, an upgrade, and a new (and particularly impressive) hand-cannon.

ITEM // DEE'S LETTERS #7



WEAPON // MAGNUM PISTOL

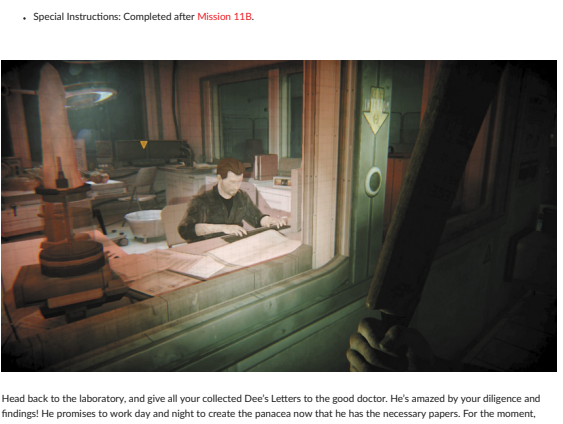
UPGRADE // CAPACITY UPGRADE

Detour: Papers, Please

Objective 9: Bring Dee's Letters to Dr. Knight

Objective 10: Return to Safe House Restrooms	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 200, 0
- Special Instructions: Completed after Mission 11B.



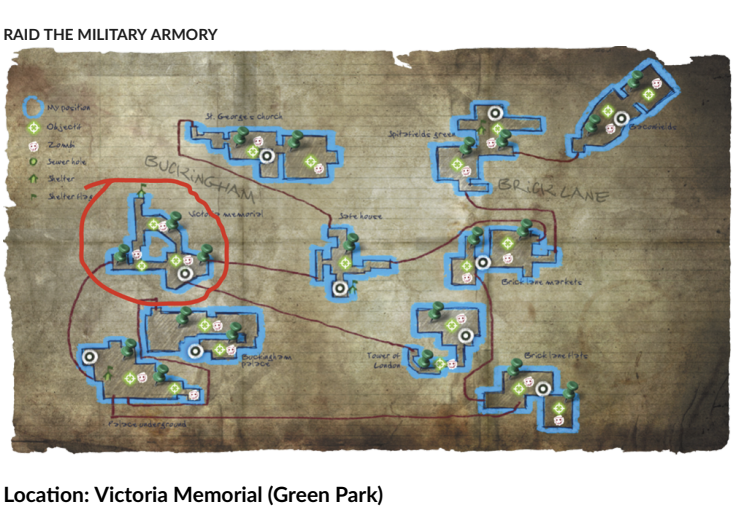
Head back to the laboratory, and give all your collected Dee's Letters to the good doctor. He's amazed by your diligence and findings! He promises to work day and night to create the panacea now that he has the necessary papers. For the moment, though, you must leave him to work. Head back to the Safe House and commence your next mission or outing to a London location.

> **Note**
>
> Objectives 9 and 10 are purely optional. Although you must find all of Dee's Letters, you don't have to return to the doctor. However, if you wish to complete this mission, head to see Dr. Knight, ideally between the end of Mission 11B and the start of Mission 13. The last possible time to attempt this is after Mission 14.

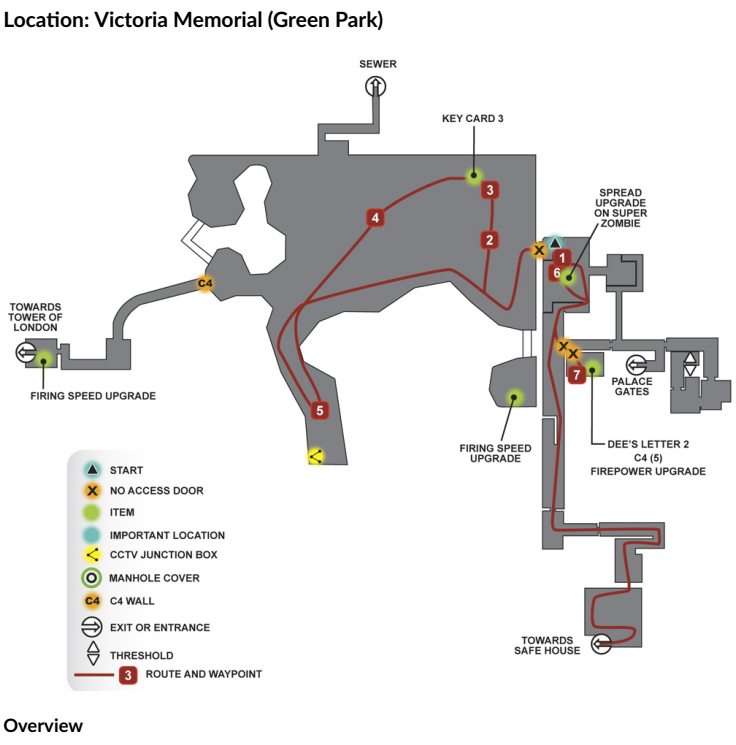
Mission 08 Completed: Maximum Survivor Score: +1,460

Mission 09

RAID THE MILITARY ARMORY



Location: Victoria Memorial (Green Park)



Overview

With long-dead survivors attempting to barricade parts of London from the Blighters, and the general tearing of all social fabric into small, bloodstained pieces, there are areas of the capital that are blocked and off-limits. However, the Prepper wants you to rendezvous with an old army chum of his. Grab some C4 from a small armory in the tunnels nearby and start exploring. Naturally, it all goes pear-shaped.

Objectives

- Objective 1: Get Mission Brief.
- Objective 2: Reach Green Park.
- Objective 3: Recover Colonel Waverley's Keycard.
- Objective 4: Unlock Military Armory Gate.
- Objective 5: Loot the Military Armory.

Important Items

Upgrade: Spread

E Rank
TSGT
Issue Date
2007FEB18
Expiration Date
2013JUN30

Keycard

Upgrade: Firing Speed

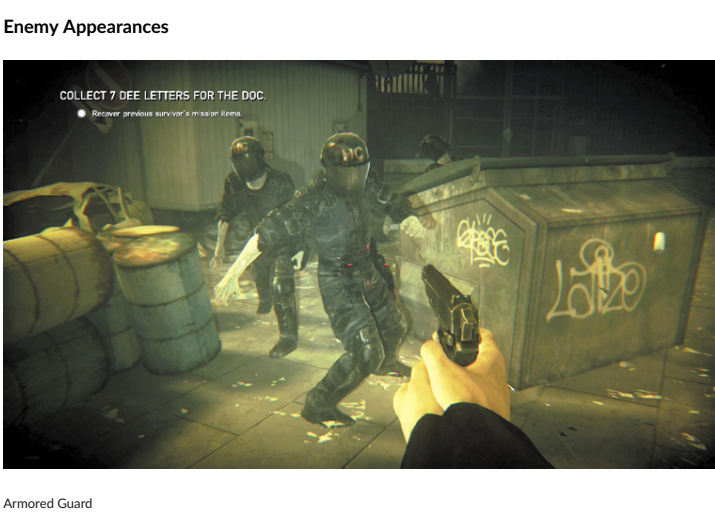
Upgrade: Spread

C4

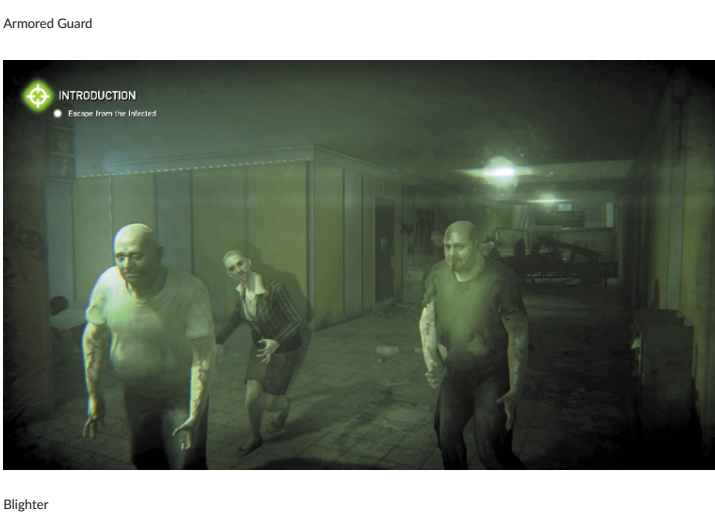
Upgrade: Firepower

Dee's Letters #2

Enemy Appearances



Armored Guard



Blighter

Enraged

Hunter

Note

Mission 08: Collect 7 Dee Letters for the Doc is currently active. Mission 08, Objective 3: Collect Dee's Letter in Victoria Memorial is available to complete during this mission and is flagged below when it becomes accessible.

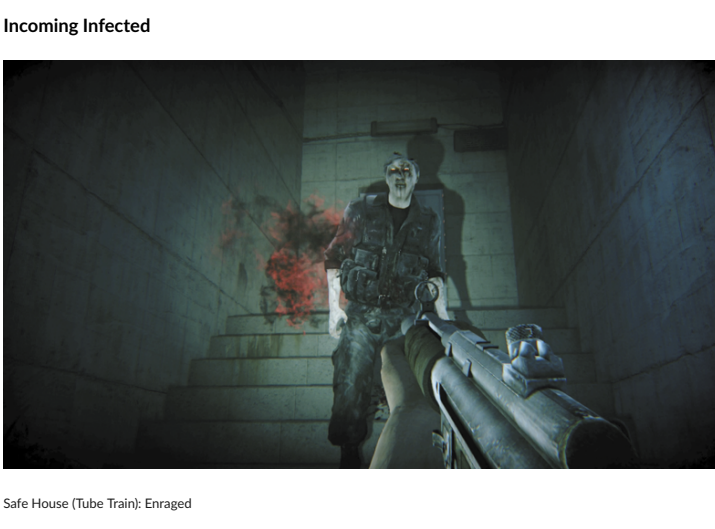
A Walk to the Park

Objective 1: Get Mission Brief

Objective 2: Reach Green Park	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 10, 20
- Special Instructions: None

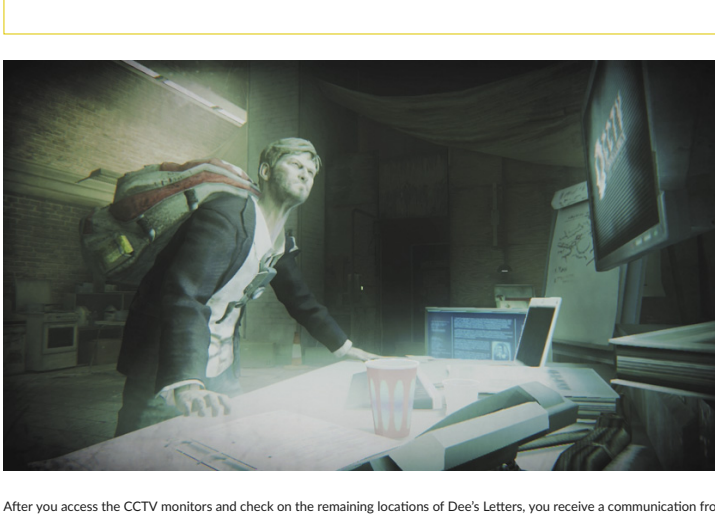
Incoming Infected



Safe House (Tube Train): Enraged

Note

This mission is accessible only after you finish Mission 07, begin Mission 08, and access the CCTV monitors in your Safe House.



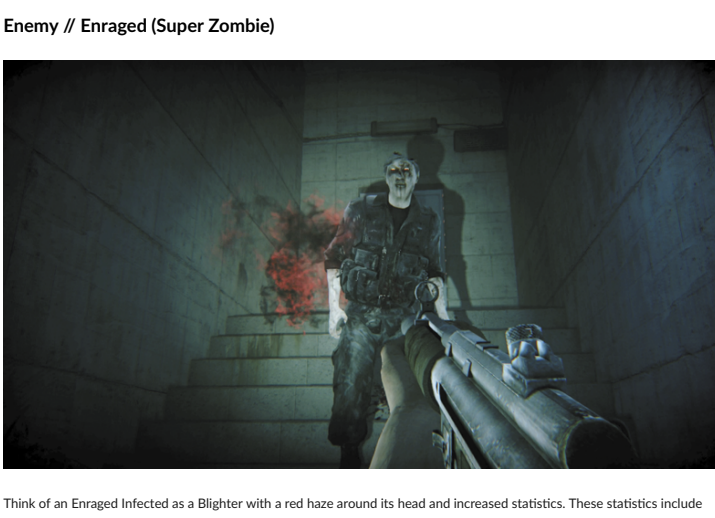
After you access the CCTV monitors and check on the remaining locations of Dee's Letters, you receive a communication from the Prepper. He's got an idea; he's heard reports of a military camp at the palace. The guy in charge is the Prepper's old CO from Desert Storm, a chap named Colonel Waverley. The Prepper reckons the Colonel could furnish you with a bit of C4.

Reaching Green Park can be straightforward or laborious, depending on how brave you're feeling. You can:

- Take the Long Walk: Follow the directions from the Safe House set out at the start of Mission 04: Reach the Royal Bunker Entrance. You're taking the walk down to the tube train, through the train (watching for frightening new adversaries such as the Enraged Infected), and accessing the Green Park sewers without any shortcuts. The benefit of returning here to explore is that you can gather the Spread Upgrade.
- Take the Shortcut: Or you can enter the manhole, tap the map icon inside Victoria Memorial, and head up the stairs and down the short narrow tunnel to the gate.

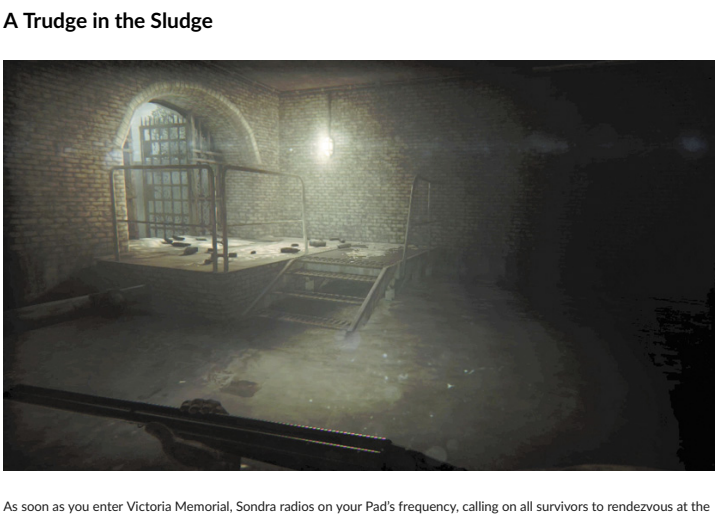
UPGRADE // SPREAD

Enemy // Enraged (Super Zombie)



Think of an Enraged Infected as a Blighter with a red haze around its head and increased statistics. These statistics include greater health and an extremely damaging clawing punch. Beware! Whenever possible, try to deal with this foe without other Infected nearby. Concentrate all your fighting prowess on this foe. The damaging clawing punch means you need to avoid close combat at all costs. Use ranged gunfire. Don't be surprised if your previous Survivor is Enraged; an experienced Survivor usually returns as one of these monstrosities!

A Trudge in the Sludge



As soon as you enter Victoria Memorial, Sondra radios on your Pad's frequency, calling on all survivors to rendezvous at the Tower of London. The Prepper is quick to angrily denounce this idea; the Ravens are more likely to shoot you and rip your BOB from your dead hands. Whatever the case, you're here to concentrate on finding the Colonel. Head to the far end of the sewer tunnel, climbing onto the shallow concrete pad near an arched metal door [1]. The bar has been removed and the foggy exterior is now accessible.

Objective 3: Recover Colonel Waverley's Keycard	
Danger Level:	●●○○○

- Objective Marker: Yes
- Survivor Score: 50
- Special Instructions: None

Incoming Infected

INTRODUCTION
Escape from the Infected

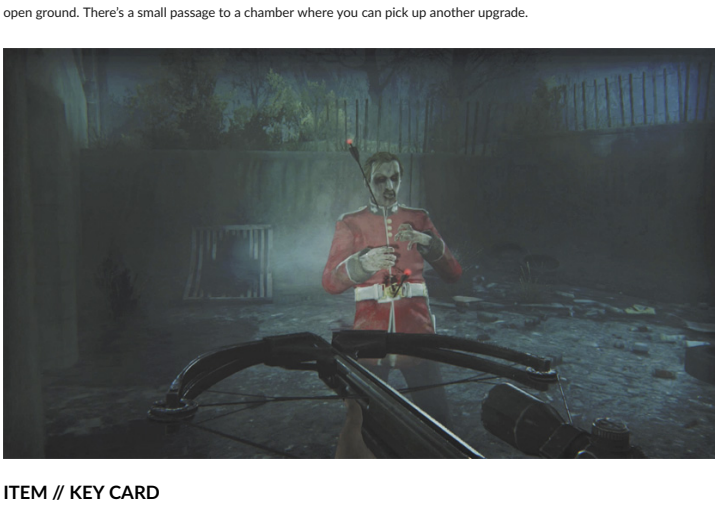
Victoria Memorial (Military Camp): Hunter, Blighter (2)

Step into the gloomy open ground, and immediately make a swift sweep using your scanner. Aside from the birds, expect a Hunter to try reaching you. Blast it, or wait for it to climb over the drainage pipes and swiftly run around the other side. There are two more Infected playing possum near the military tent [2], [3]. Be sure you nullify them so you aren't surprised.

The Prepper is disheartened to see Waverley's corpse lying motionless inside the tent. He's quite dead. Loot his corpse for the keycard you'll need and some ammunition. Then inspect the metal container in the tent; expect a variety of ammunition inside.

E Rank
TSGT
Issue Date
2007FEB18
Expiration Date
2013JUN30

Before you continue any farther, check the small opening to the left of the entrance you just stepped through to reach this open ground. There's a small passage to a chamber where you can pick up another upgrade.



ITEM // KEY CARD

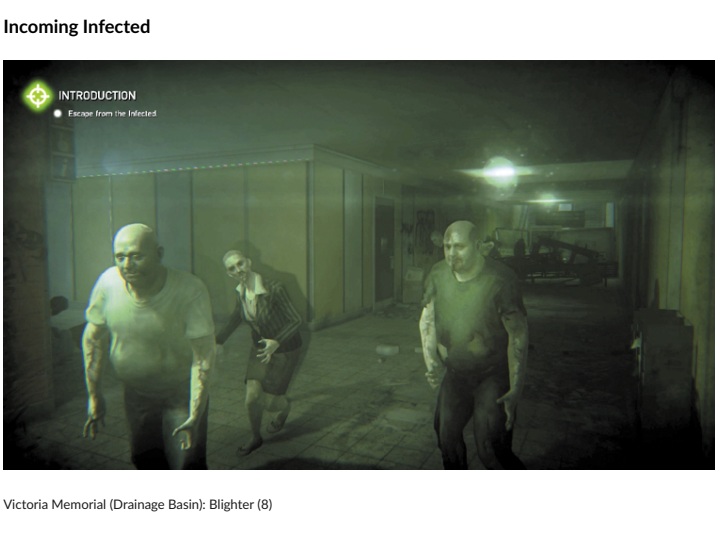
UPGRADE // FIRING SPEED

Objective 4: Unlock Military Armory Gate

Objective 5: Loot the Military Armory	
Danger Level:	●●●●○

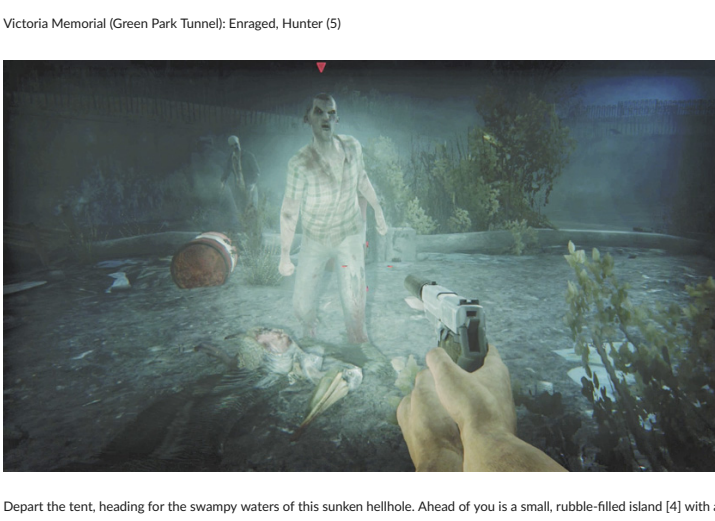
- Objective Marker: Yes
- Survivor Score: 50, 20
- Special Instructions: None

Incoming Infected



Victoria Memorial (Drainage Basin): Blighter (8)

Victoria Memorial (Green Park Tunnel): Enraged, Hunter (5)

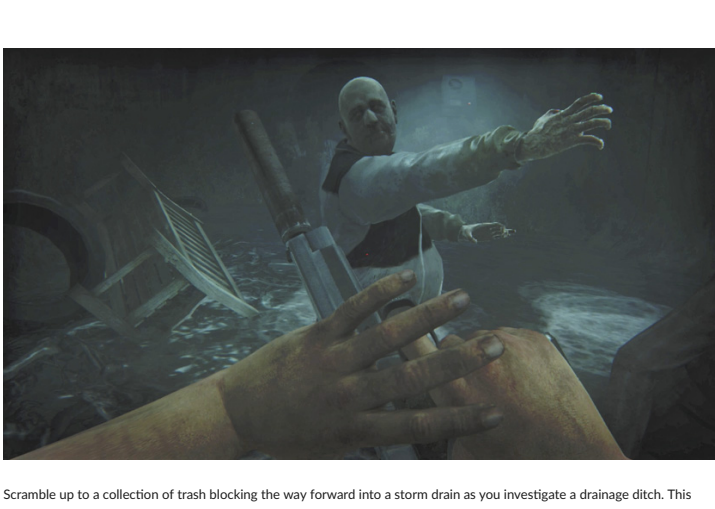


Depart the tent, heading for the swampy waters of this sunken hellhole. Ahead of you is a small, rubble-filled island [4] with a couple of dormant Infected ready to rise and savage you. You can:

- Wade across the water, wait for the foes to rise, and then plug them with your favorite weapon. Move onto the shallow water and ground so you aren't caught defenseless, carrying your BOB above your head.
- Or, try a long-range demolition of your foes. Lob a grenade or Molotov cocktail, or simply aim at the exploding barrels on the island. Then watch your foes burn to death.

Head to the small island, and make a sweep using your scanner. This flags the enemies up ahead that still have some life left in them. Then you can:

- Wade toward each of them, one at a time, until they move. Then retreat to higher ground and kill them.
- Or lob in a projectile to take care of them, although this is slightly wasteful. It's better to trigger each of them into moving, then run away and try to defeat them when they're clustered together.

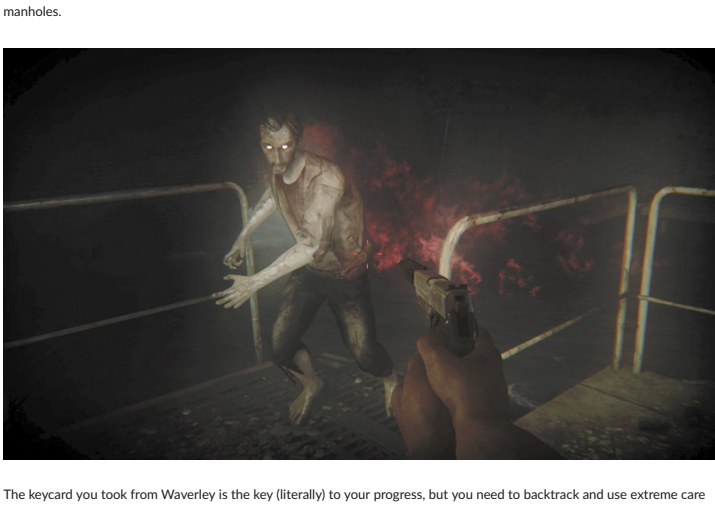


Scramble up to a collection of trash blocking the way forward into a storm drain as you investigate a drainage ditch. This requires C4, so take the channel to the side, which ends in a pipe that goes to an outflow area. Don't be caught off-guard by two more Infected rising from their soggy graves; slay them and then scan the CCTV Junction Box just right of the pipe [5]. You can't progress any farther in this direction.

CCTV // JUNCTION BOX

Optional Extras: Drainage Ditches

There's a grating next to the pile of trash. Although the trash pile requires C4 to remove (so you can enter the storm drain to the Tower of London), the grating nearby is accessible. Take it to reach a side ditch with a couple of rats to slay and eat. Head around the small earthen levee, and check out the Victorian brick sewer channel to your left. This leads to the sewers area, which takes you to the bunker entrance you already fought through. This is an interesting route if you're determined not to use manholes.



The keycard you took from Waverley is the key (literally) to your progress, but you need to backtrack and use extreme care along the way. Return to the military tent, then to the open door leading back into the sewers. A welcoming committee of Infected awaits you [6]; be extremely careful as you execute them, especially the extra-quick Enraged foes. Prevent your own quick death by trying one of the following:

- Back out into the open drainage area to avoid being swarmed.
- Fire through the gaps in the barred arch from the drainage side, where the foes can't harm you.
- Lob in a flare, then a grenade, and remove this collection of Infected with a single, explosive strike.

Caution

This is a prime spot where you can lose your life. Prevent this!

Note

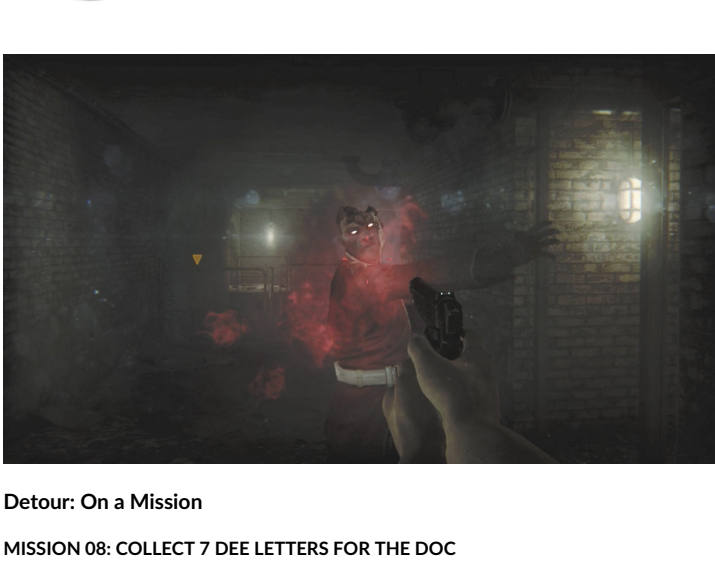
One of the Enraged Infected foes may be carrying a Spread Upgrade.

UPGRADE // SPREAD UPGRADE

The time has come to secure the C4 you need to finish this mission. Head to the gate [7]. Unlock it if you haven't done this already, and in the adjacent cell door, swipe the keycard you grabbed from Waverley. The Prepper congratulates you and urges you to grab what you can, stashing everything back at the Safe House. Among the items is the C4 you need, an upgrade, and the remains of an Infected carrying Dee's Letters. Not a bad haul!

GEAR // C4 (5)

UPGRADE // FIREPOWER UPGRADE

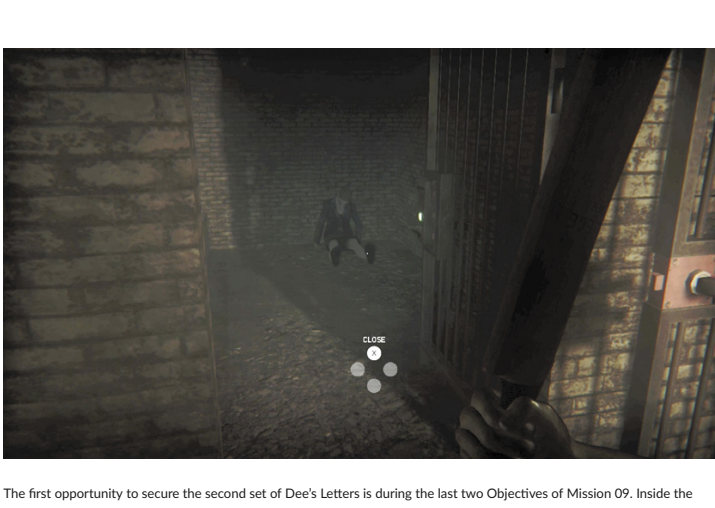


Detour: On a Mission

MISSION 08: COLLECT 7 DEE LETTERS FOR THE DOC

Objective 3: Collect Dee's Letter in Victoria Memorial	
Danger Level:	●●●●○

- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: Completed during Mission 09.



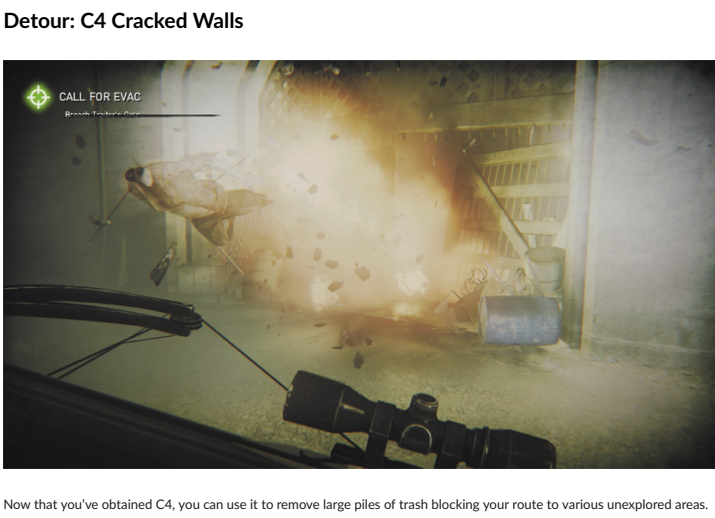
The first opportunity to secure the second set of Dee's Letters is during the last two Objectives of Mission 09. Inside the Victoria Memorial sewer tunnel, use the keycard secured from Colonel Waverley to open the cell door in the side passage just down the steps from the Safe House door. Aside from the upgrades and C4, the female corpse in one corner holds the letters you're looking for. Grab them as you finish Mission 08.

ITEM // DEE'S LETTERS #2

Tip

At this point, it's a great idea to locate the nearby Safe House entrance, use the manhole, return, and save your progress by sleeping at the Safe House, and then head back here via the manhole.

Detour: C4 Cracked Walls



Now that you've obtained C4, you can use it to remove large piles of trash blocking your route to various unexplored areas. You have five C4 bundles and can collect three more bundles later into your mission. The following table reveals all the C4 locations and when it's best to access them. Some aren't critical to the campaign but some are.

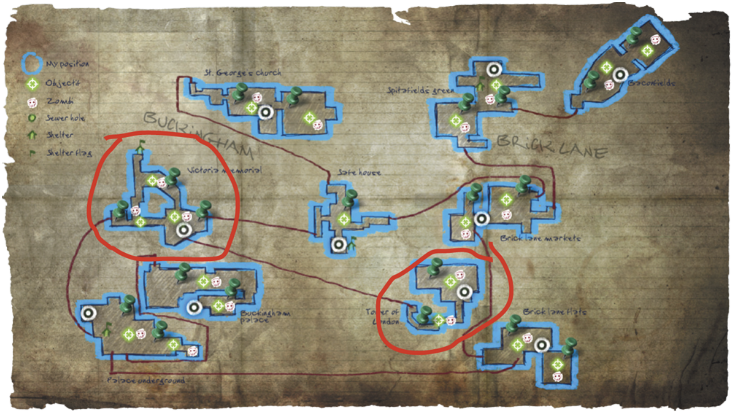
- Mission 08 (Objective #3) Completed: Maximum Survivor Score: +200
- Mission 09 Completed: Maximum Survivor Score: +150

Trash Pile Location	Description	Optimal Time to Destroy	Reward
1	Victoria Memorial (Green Park): Drainage ditch storm drain (to Tower of London)	During Mission 10	Access to Tower of London
2	Tower of London (Bloody Tower): Entrance to the Bloody Tower	During Mission 10	Access to the Bloody Tower
3	Brick Lane Markets (Hanbury Green): Back alley garden below tenement blocks	During Mission 11A	Dee's Letter, Capacity Upgrade
4	Palace Underground (Royal Bunker): Lower floor, near toilets, in the main corridor	After Mission 10	Firing Speed Upgrade
5	Brick Lane Flats (Warehouses): Floor of second warehouse, leading to toilet	After Mission 10	Enraged Zombie and Firing Speed Upgrade
6	Spitalfields (Quaker Park): Through a hole in the wall, in the corner of the park	During Mission 11A	XXL Backpack, Spread Upgrade
7	St. George's Church (Church Catacombs): Across from ducts into the crypt, leads to bathroom	During Mission 13	Firing Speed Upgrade
8	Buckingham Palace (Kitchens); behind keypad door, just before the duct to the kitchens	During Mission 15	Firing Speed Upgrade

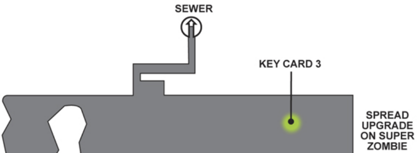
Missions

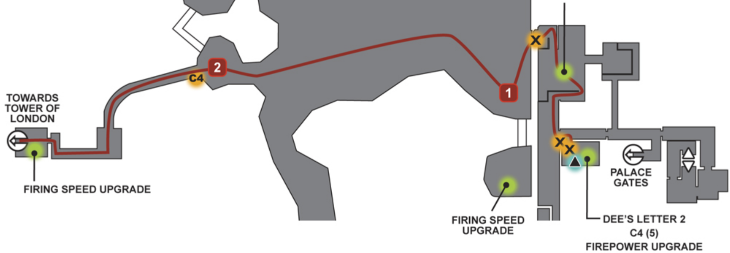
Mission 10

CALL FOR EVAC

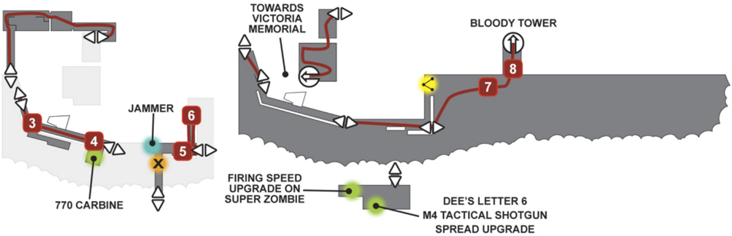


Location: Victoria Memorial (Green Park)

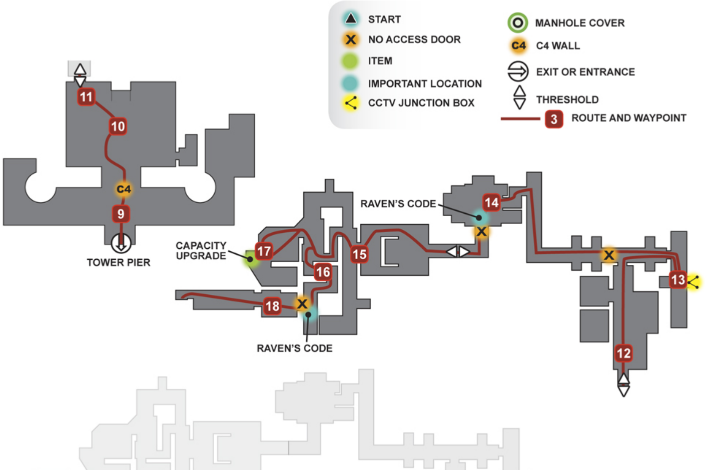


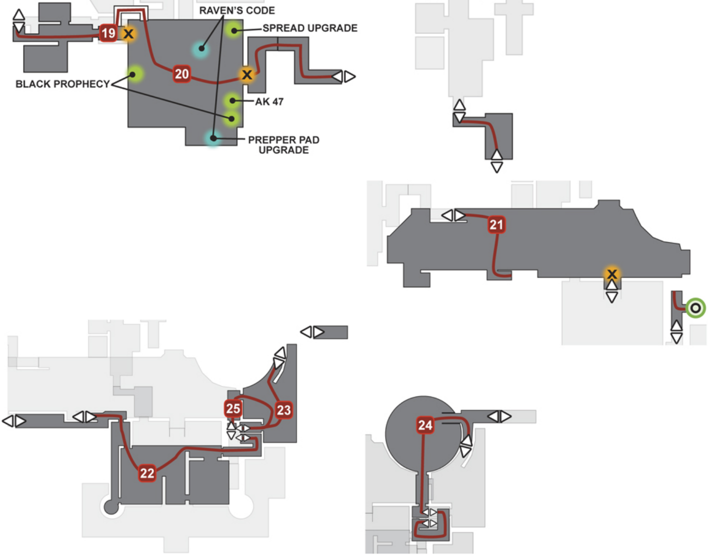


Location: Tower of London (Tower Pier)


TOWARDS VICTORIA MEMORIAL
BLOODY TOWER
JAMMER
3
4
5
6
7
8
770 CARBINE
FIRING SPEED UPGRADE ON SUPER ZOMBIE
DEE'S LETTER 6
M4 TACTICAL SHOTGUN SPREAD UPGRADE

Location: Tower of London (Bloody Tower)





Overview

Although the Prepper is the most irate you've ever heard him, it's worth taking a risk and following Sondra's orders in an attempt to flee this rapidly deteriorating capital city. Plus, Sondra is a crack-shot with a sniper rifle, helping you pop the heads of the unruly locals as you wade along the Thames and infiltrate the Tower of London. The lower dungeons are a maze of stone passages and frightening encounters; however, almost being savaged to death numerous times is worth it as you reach a hidden chamber where stunning secrets are finally revealed. After that it's a messy romp up the Bloody Tower to the highest spot on the crenellations, where a Ravens chopper meets the actual Ravens guarding the Tower. What could possibly go wrong?

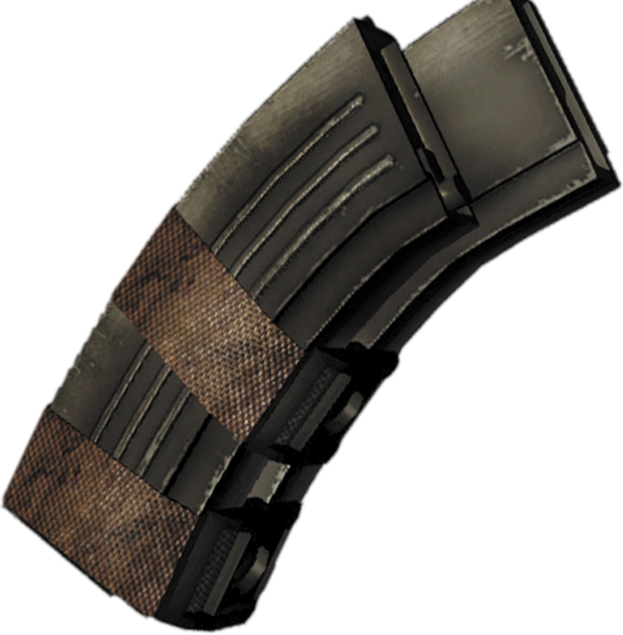
Objectives

- Objective 1: Find C4.
- Objective 2: Reach Tower of London.
- Objective 3: Breach Traitor's Gate.
- Objective 4: Find the Secret Passage.
- Objective 5: Reveal and open the Secret Passage.
- Objective 6: Find the Ravens of Dee Bunker entrance.
- Objective 7: Scan the Cipher on the wall.
- Objective 8: Use the code to exit the bunker.
- Objective 9: Reach the roof.
- Objective 10: Secure landing site.

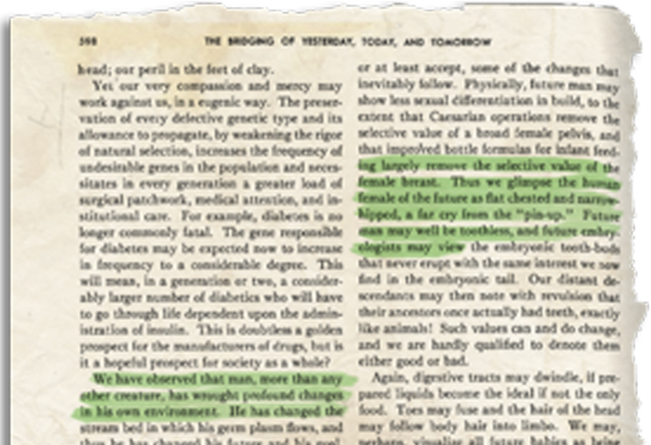
- Objective 11: Reach the helicopter landing site.
- Objective 12: Return to the Safe House.

Important Items

Model 770 Carbine



Upgrade: Capacity



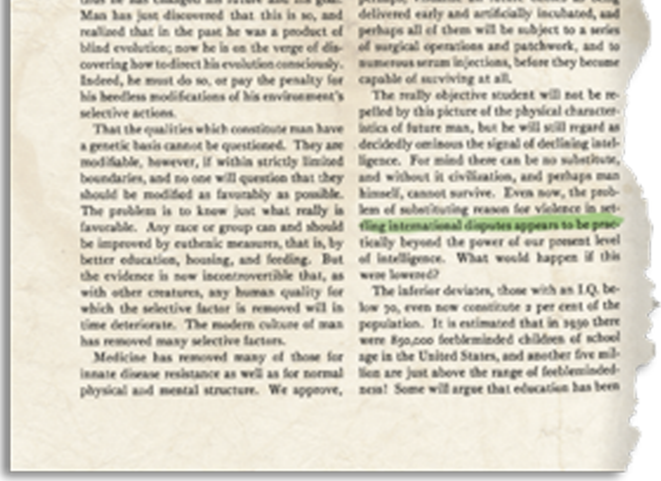
head; our peril in the feet of clay.

Yet our very compassion and mercy may work against us, in a eugenic way. The preservation of every defective genetic type and its allowance to propagate, by weakening the rigor of natural selection, increases the frequency of undesirable genes in the population and necessitates in every generation a greater load of surgical patchwork, medical attention, and institutional care. For example, diabetes is no longer commonly fatal. The gene responsible for diabetes may be expected now to increase in frequency to a considerable degree. This will mean, in a generation or two, a considerably larger number of diabetics who will have to go through life dependent upon the administration of insulin. This is doubtless a golden prospect for the manufacturers of drugs, but is it a hopeful prospect for society as a whole?

We have observed that man, more than any other creature, has wrought profound changes in his own environment. He has changed the stream bed in which his germ plasm flows, and

or at least accept, some of the changes that inevitably follow. Physically, future man may show less sexual differentiation in build, to the extent that Caesarian operations remove the selective value of a broad female pelvis, and that improved bottle formulas for infant feeding largely remove the selective value of the female breast. Thus we glimpse the human female of the future as flat chested and narrow-hipped, a far cry from the "pin-up." Future man may well be toothless, and future embryologists may view the embryonic tooth-buds that never erupt with the same interest we now find in the embryonic tail. Our distant descendants may then note with revulsion that their ancestors once actually had teeth, exactly like animals! Such values can and do change, and we are hardly qualified to denote them either good or bad.

Again, digestive tracts may dwindle, if prepared liquids become the ideal if not the only food. Toes may fuse and the hair of the head may follow body hair into limbo. We may,



Man has just discovered that this is so, and realized that in the past he was a product of blind evolution; now he is on the verge of discovering how to direct his evolution consciously. Indeed, he must do so, or pay the penalty for his heedless modifications of his environment's selective actions.

That the qualities which constitute man have a genetic basis cannot be questioned. They are modifiable, however, if within strictly limited boundaries, and no one will question that they should be modified as favorably as possible. The problem is to know just what really is favorable. Any race or group can and should be improved by euthenic measures, that is, by better education, housing, and feeding. But the evidence is now incontrovertible that, as with other creatures, any human quality for which the selective factor is removed will in time deteriorate. The modern culture of man has removed many selective factors.

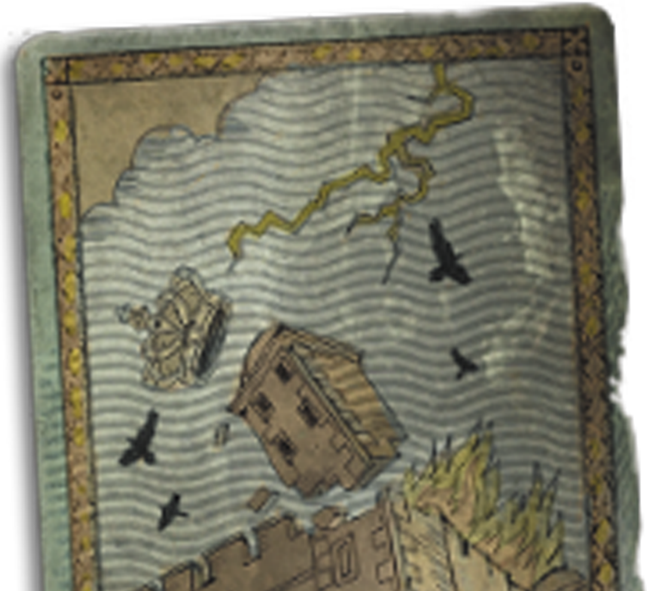
Medicine has removed many of those for innate disease resistance as well as for normal physical and mental structure. We approve,

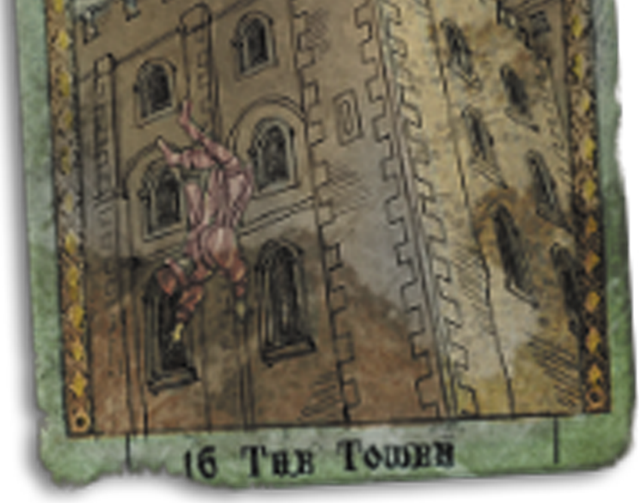
delivered early and artificially incubated, and perhaps all of them will be subject to a series of surgical operations and patchwork, and to numerous serum injections, before they become capable of surviving at all.

The really objective student will not be repelled by this picture of the physical characteristics of future man, but he will still regard as decidedly ominous the signal of declining intelligence. For mind there can be no substitute, and without it civilization, and perhaps man himself, cannot survive. Even now, the problem of substituting reason for violence in settling international disputes appears to be practically beyond the power of our present level of intelligence. What would happen if this were lowered?

The inferior deviates, those with an I.Q. below 70, even now constitute 2 per cent of the population. It is estimated that in 1930 there were 850,000 feebleminded children of school age in the United States, and another five million are just above the range of feeblemindedness! Some will argue that education has been

Black Prophecy Note #3

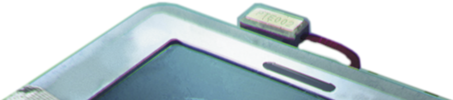


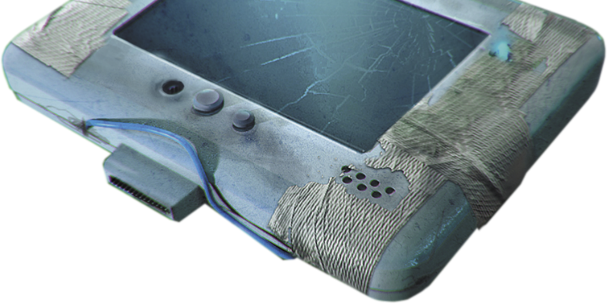


Black Prophecy Note #4

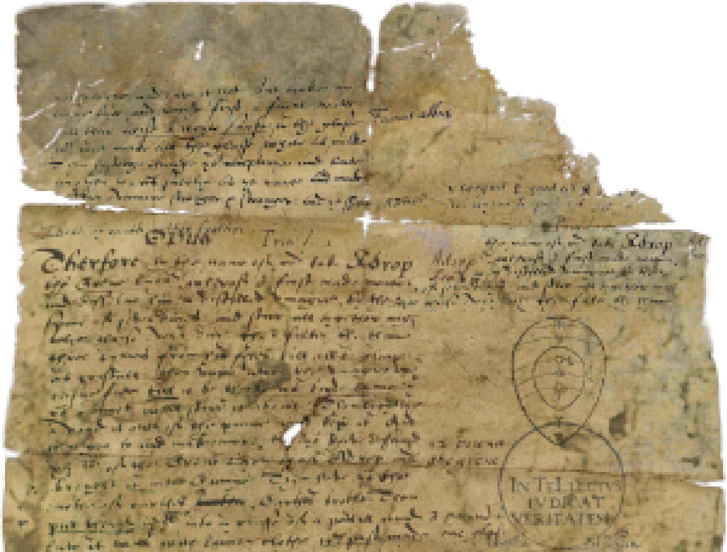
Upgrade: Spread

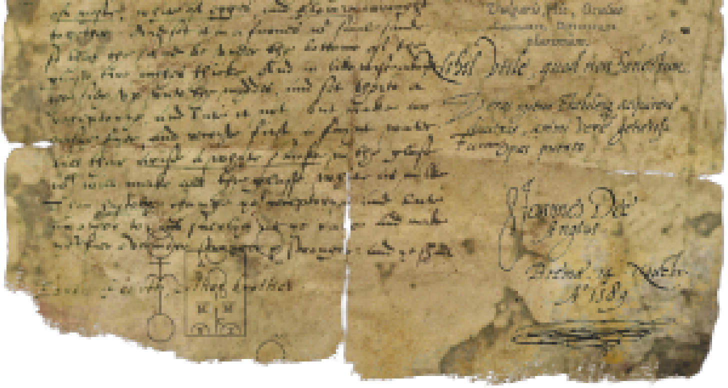
AK-47 Assault Rifle





Prepper Pad Upgrade: Decipher

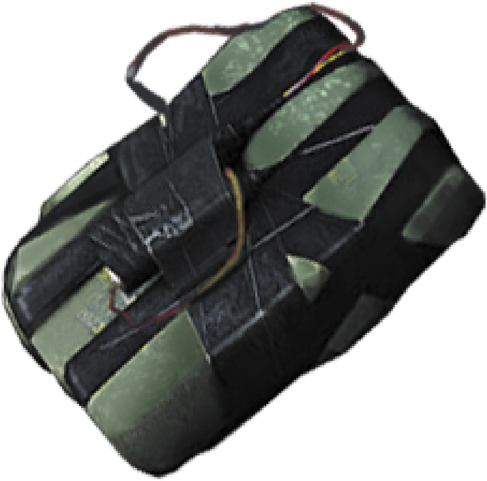




Dee’s Letters #3

Upgrade: Capacity

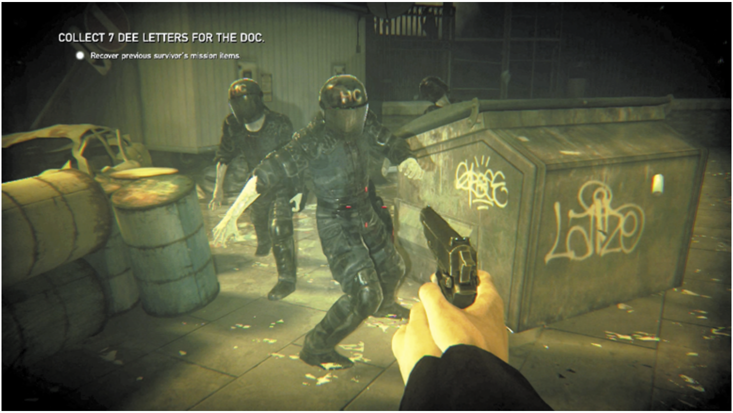
MP5 SD Submachine Gun



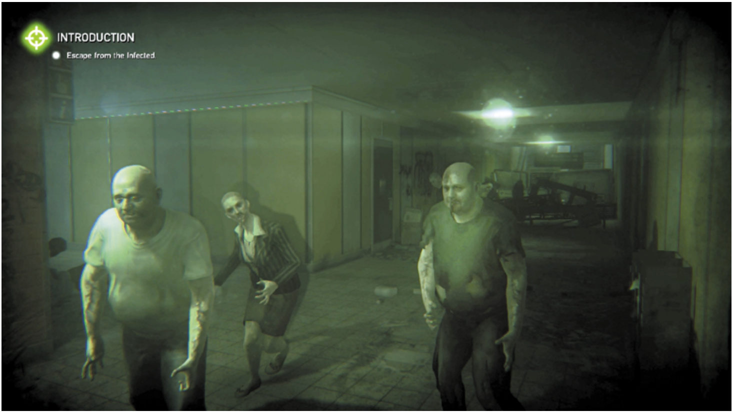
C4 (1)

Upgrade: Capacity

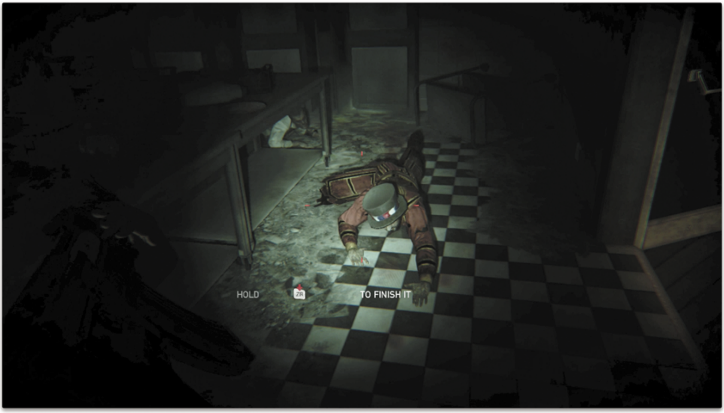
Enemy Appearances


COLLECT 7 DEE LETTERS FOR THE DOC.
● Recover previous survivor's mission items
HC
HC

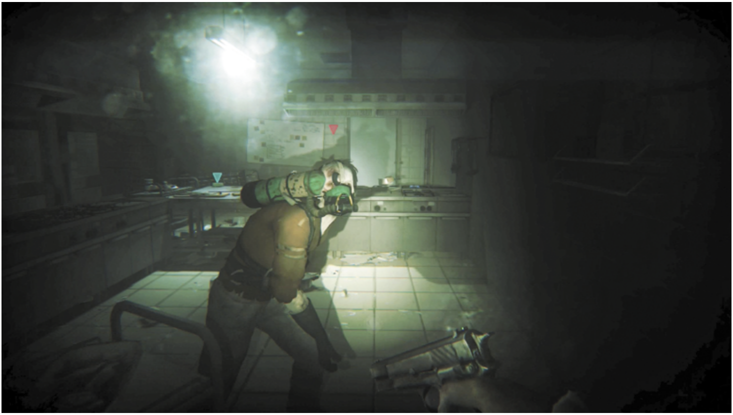
Armored Guard



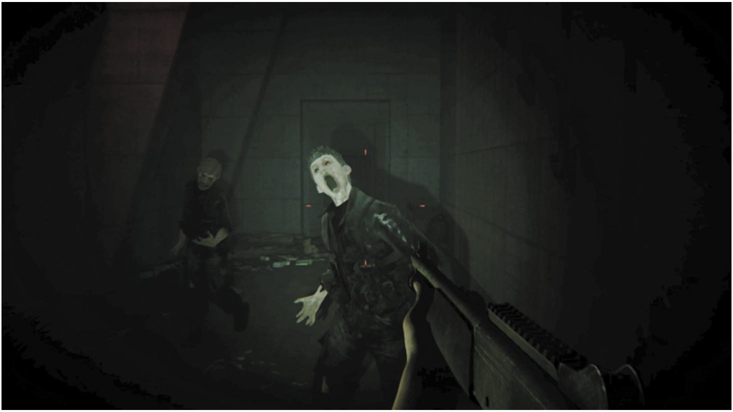
Blighter



Crawler



Explosive Hunter



Hunter

Spitter

Mission 08: Collect 7 Dee Letters for the Doc is currently active. Any Objectives that become accessible after this mission are flagged below. Dee's Letter in Tower of London is not available to take yet.

Tip

Breaching the Tower of London requires patience and firepower. Make sure you have an abundance of both, including one or two ranged weapons with a couple packs of ammunition, some health, and a Virucide Shot.

Sondra the Sniper

Objective 1: Find C4

Objective 2: Reach Tower of London	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 10, 20
- Special Instructions: None

Incoming Infected

HOLD
ZR
TO FINISH IT

INTRODUCTION
Escape from the Infected

Victoria Memorial (Drainage Basin): Crawler, Explosive Hunter, Blighter (8)

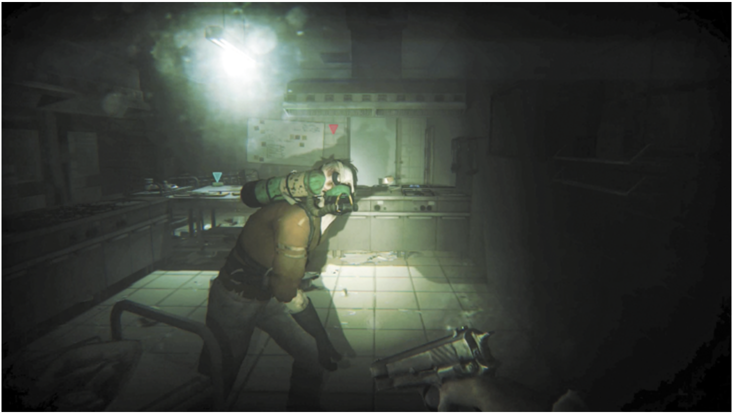
At the end of Mission 09, after you use Colonel Waverley's keycard to breach the small armory inside the side sewer corridor, simply open one of the containers and gather C4 from it. There's enough for five charges. As soon as you grab the C4, Sondra hacks into your comms, letting you know the Ravens of Dee are planning an evacuation from the Tower of London and need all the fighters they can get. Sprint toward the open archway door and into the Drainage Ditch [1]. A frothing foe appears; this Infected has an explosive canister strapped to its back. A second later, a laser tracer glances over it and the fiend explodes!

Gear // C4

“Good old C4. Useless in combat, but there’s nothing better for blasting your way out!”

Slot the C4 into the contextual spot, back out of the blast zone, and watch the trash pile disappear! There’s always an important item—such as a Dee’s Letter, gear, upgrade, or weapon—in this newly accessible area. You can’t “waste” C4; you can use this gear only in specific locations.

Enemy // Explosive Hunter

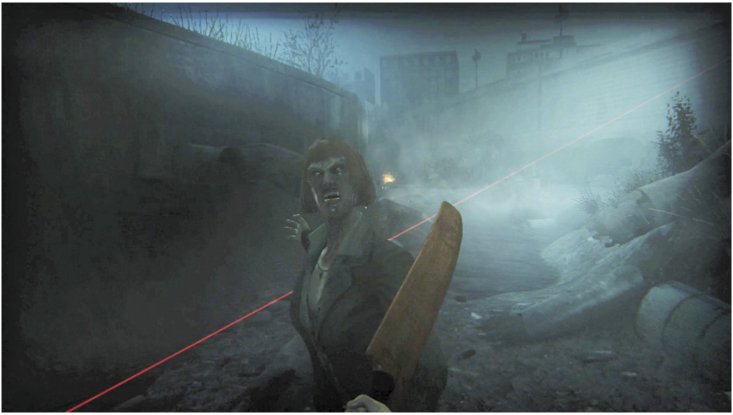


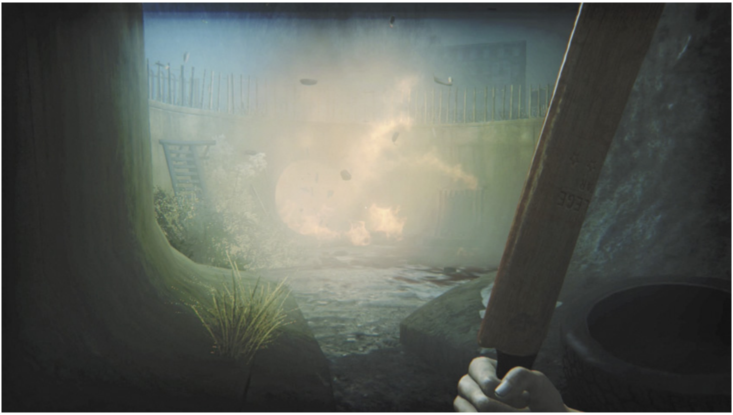
Exercise extreme caution with this Infected; haphazardly shooting it at close range usually results in your death. If this foe reaches you, attempt to shove it, back up, and blast it from a distance, well away from its explosive blast radius. Scan this enemy first! If it is carrying loot you need, try to aim for the head. Headshots won’t detonate the explosives the enemy carries.

Caution

Caution! Do not, under any circumstances, use the cricket bat on this enemy! The explosion usually kills you!

Use this foe as a “walking bomb” that can remove multiple foes at once. Shoot the foe when it and others are clustered together. Employ the flare to summon a group of Infected together with this enemy. Then shoot it. Even if you need to maneuver and run for a while, setting up an explosion that takes out many foes is preferable. If this foe dies without exploding, you can still use the corpse as a type of mine: Shoot it when foes are near. Listen! You can also detect this foe by the sound of gas leaking from its explosive capsule. This becomes audible when they are near.





A woman carrying a sniper rifle is waving frantically at you from the grounds above the drainage ditch. Sondra shouts that you're a sitting duck and motions for you to move quickly to the blocked storm drain. Head toward the small island, readying yourself to repel foes. You can:

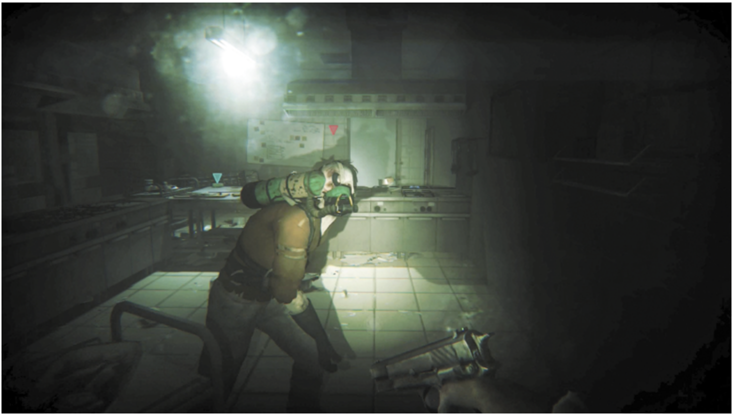
- Keep a bat handy, but leave the killing to Sondra, who successfully targets all the Infected (three on the island and another Explosive Hunter in the water beyond). You only have to deal with Infected who you reach before she can target.
- Or you can try fending for yourself, if you're after maximum Infected kills. You'll need to be fast, though; she quickly blasts the exploding barrels on the island and the wading Explosive Hunter.

When you reach the pile of detritus blocking the storm drain, beware of a prone adversary; introduce it to your bat or foot. Then plant the first of your C4 charges on the trash [2] and stand well back. Enter the storm drain, dropping down into a larger drainage tunnel with a connecting corridor out to the exit. Head through some holes in the brickwork, pausing to check a corpse for items as The Prepper radios in, annoyed at your plans for escaping with the Ravens. After navigating a small waterlogged tunnel and a second storm drain, you appear outside.

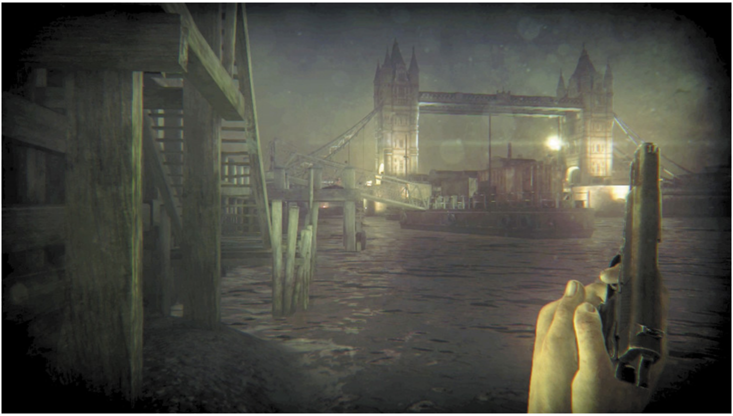
Terror on the Thames

New Location // Tower of London (Tower Pier)

Incoming Infected



Tower of London (Tower Pier): Explosive Hunter, Hunter (7)



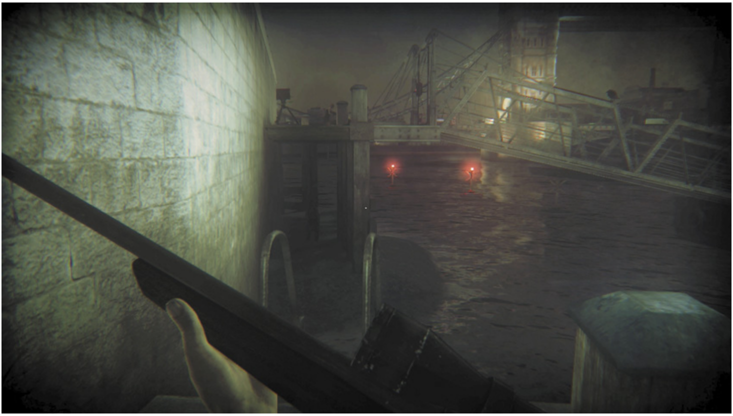
You emerge out on the Thames, near a couple of wooden piers that lead toward the Tower of London. Tower Bridge (which isn't accessible) is visible ahead of you as you round the corner [3]. Scan the area, stepping over a corpse for some minor item, as Sondra radios in letting you know you'll need a clear path to the Tower.

Check a second corpse for items before dropping to the lower part of the pier and grabbing a new weapon from a recently deceased Raven. There's a non-welcoming committee climbing the ladder onto your pier as you take the new carbine. Swing around and use a different (closer range) weapon on it.

MODEL 770 CARBINE

Weapon // Model 770 Carbine

"The Prepper used to shoot gnats up the arse with one of those."

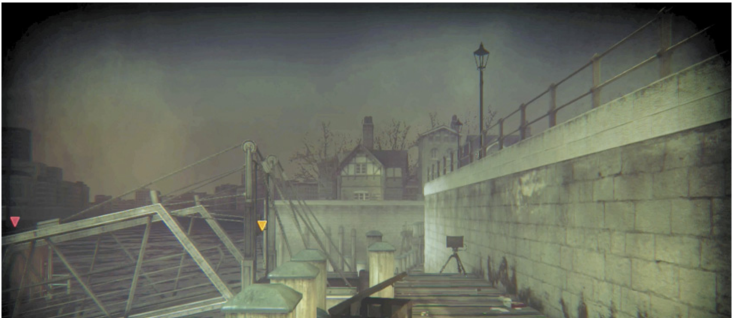


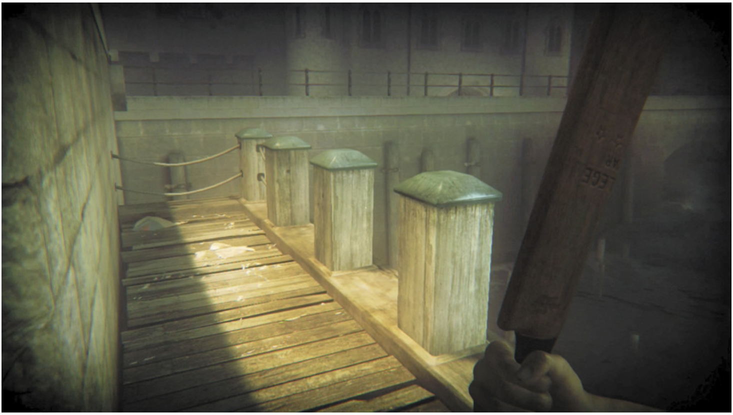
Peer ahead to the next jetty [4], and you'll notice two rather unwell-looking souls are mooching around in the shadows. There are a few ways to rid yourself of these adversaries:

- There's no time like the present to put your long-range rifle into practice: Make every shot count, zooming in on the foe above and below the jetty, and tag each one with a single shot. You have two bullets left.
- Or you can try a more normal method of foe disposal: lobbing a flare to attract attention, using the carbine or another weapon (which results in multiple bullet expenditure), and waiting for the foes to climb the ladder. Bash or blast them at the top.
- It isn't wise to descend the ladder and rush the foes, as there are more entities around the corner to the left. Don't race forward, especially as the water is too deep to use weapons.

Caution

It's never a good idea to drop off a high vantage point, especially when there's a ladder to use: The resulting falling damage is unnecessary to inflict on yourself!

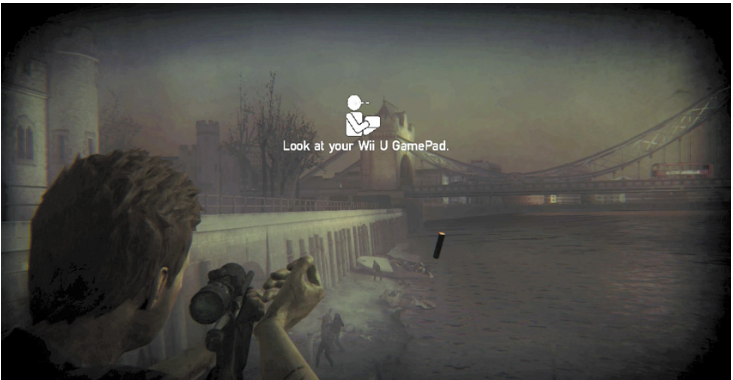




With the two Infected forms dispatched, descend the ladder, cross under the second jetty toward the second ladder, and ascend it. Ignore the lolling foes around the corner for the moment; there's a small spinning radar jammer to bash with your bat [5]. When you hack the CCTV [6], you'll be able to see the map, but only after the jammer is broken. The bridge leading to a small tugboat barge has a gate you can't access yet.

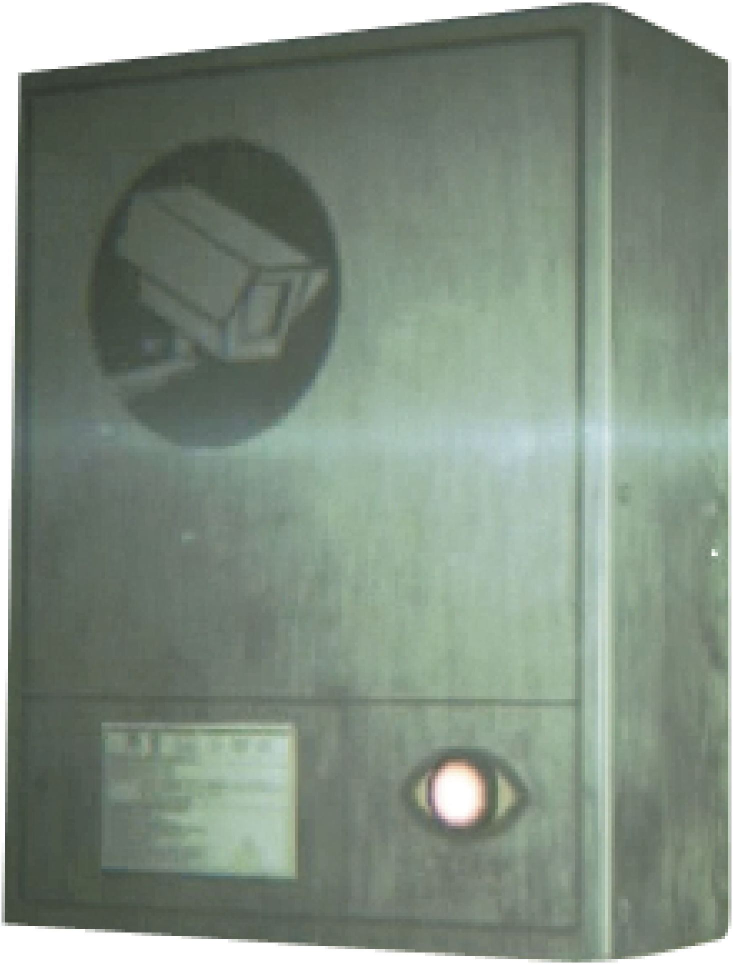
Note

This barge holds an impressive shotgun, as well as the Dee's Letters for this location. Return here after Mission 11B to claim them.



Although you can't access a powerful shotgun right now, you can bring up your Smart Map if you round the corner of the pier you're standing on, and look along the perimeter wall to the left. The box is just up ahead. Scan it, and then look (ideally using your rifle sights) at the milling foes at the entrance to Traitor's Gate [7].

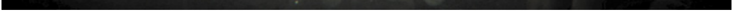
CCTV // JUNCTION BOX



Accessing Traitor's Gate can be an entertaining or terrifying experience, depending on your forethought and competence. Here are some different strategies to try:

- Aim down the sights of your new carbine and plug the Explosive Hunter with a single, devastating shot to the torso. The explosives detonate, catching the two nearby Hunters in a deadly fire. This leaves a single enemy close to the speedboat for you to take down.
- Or you can "miss" with your first shot, coaxing the three foes toward your pier. One climbs the ladder (blast it when it climbs atop the pier), leaving the others below. Aim down and remove those threats before descending the ladder.
- Or you can lob a grenade or Molotov cocktail at the cluster of foes by the gate and catch them all in the fire. If any are still alive, drop down the ladder and engage them from the bank as they close on you.
- Or you can wade toward them with your bag over your head. You might as well paint "Kill me, I'm right here!" on your forehead. Scramble to firmer ground if this is your only option, and race around behind the speedboat to tackle foes one at a time.
- Remember there are exploding barrels in this water. Use them if your sniping aim is off.

CALL FOR EVAC
Breach Traitor's Gate.



Cross the water when the coast is clear, then drop a single foe near the speedboat. Move around to a metal container behind the boat to check it for items. Now enter the arched tunnel and head into Traitor's Gate [7].

Bloody Hell

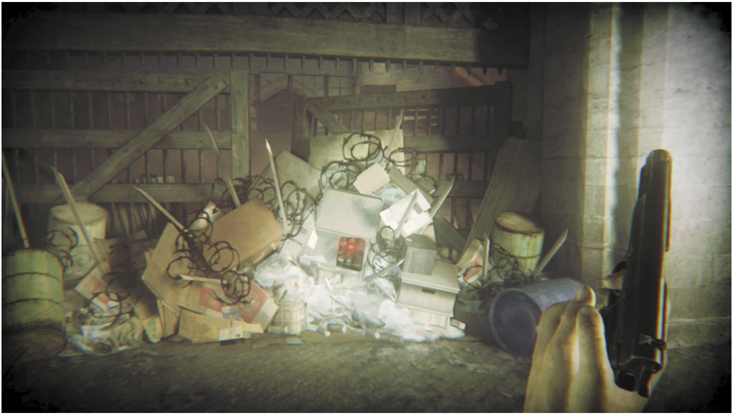
New Location // Tower Of London (Bloody Tower)

Objective 3: Breach Traitor's Gate

Objective 4: Find the Secret Passage

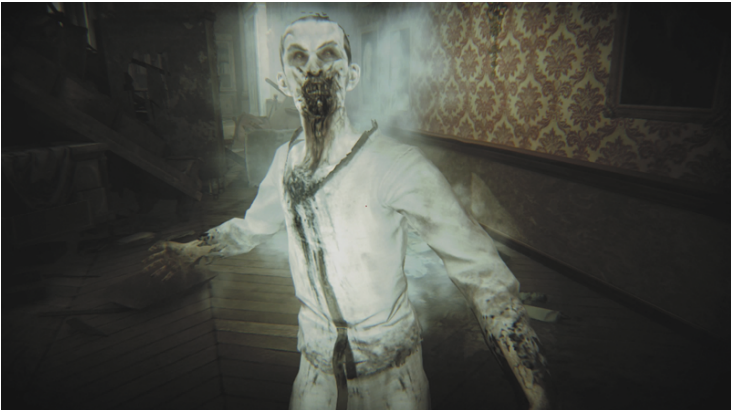
Objective 5: Reveal and Open the Secret Passage	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 200, 20, 20
- Special Instructions: None

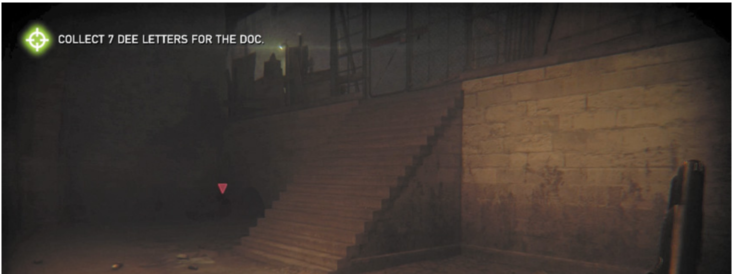


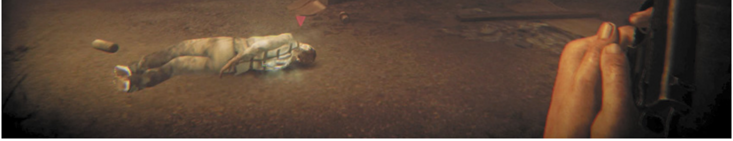
Sondra recommends you break out the C4 [9]. Oblige her, and plant the explosives on the giant pile of barrels, mud, and furniture blocking you from entering the gate. Do this only after removing a nearby Hunter. Quickly step through into the Bloody Tower.

Incoming Infected

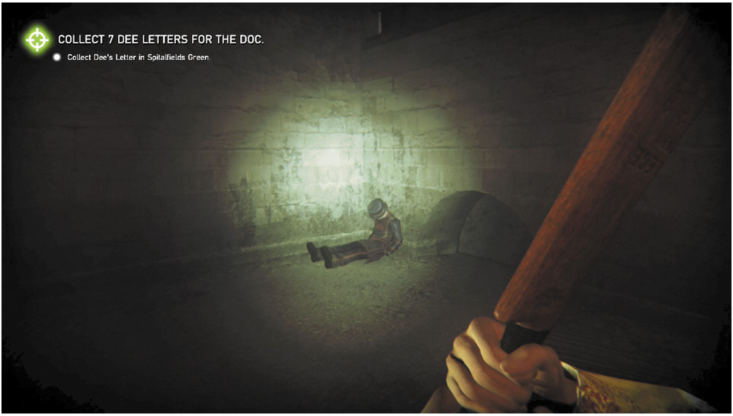


Tower of London (Bloody Tower Gate): Hunter, Spitter (5)





Enter the gate or step backward and wait for an incoming Spitter to deliver its gob, then blast it in the face until it falls. Before you make a clean sweep of the Bloody Tower's lower courtyard [10], turn right and enter the Safe House door. Climb the steps and wrestle open another manhole. Head back to the Safe House, swap out any items you wish, sleep, and return here. The ladder by the manhole leads to a locked door with foes behind it. Head down the steps and into the lower courtyard.


COLLECT 7 DEE LETTERS FOR THE DOC.
Collect Dee's Letter in Spitalfields Green.

While you examine a Spitter (crush it in the head before it wakes up) and the other corpses, Sondra radios in about the Black Prophecy. With the gate atop the stairs blocked—it's barred from the other side—you need to locate a different route; slide under the top of a low arch and into the tower's dungeon [11].

Tip

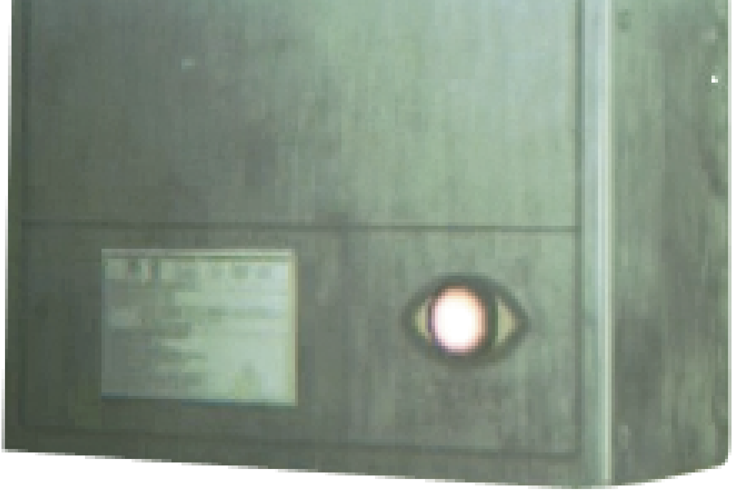
It's worth grabbing and using a pistol, shotgun, or (to a lesser extent) crossbow for the combat to come: The cricket bat and rifles deliver their damage too slow when fighting the Infected at such close quarters.

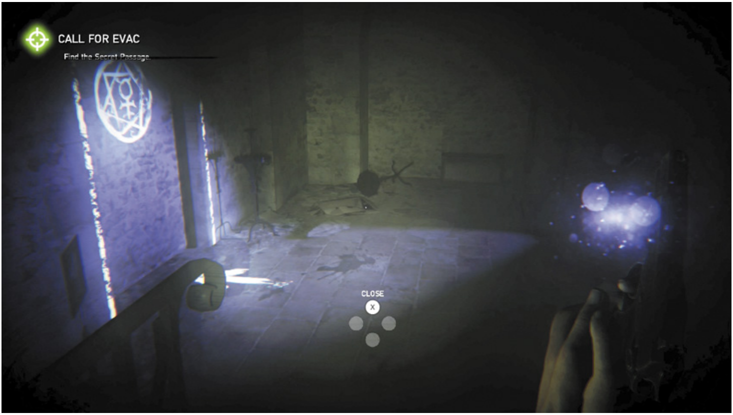
Descend the steps until you see a frightening shadow dancing off the far wall [12]. This initial dungeon chamber holds three Hunters, and they're all waiting across from you. You can:

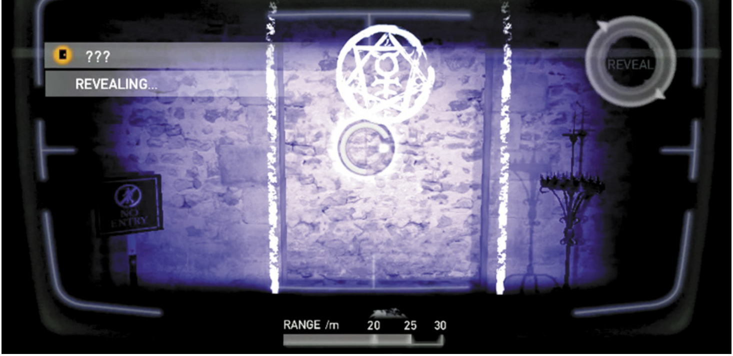
- Lob in a grenade or Molotov, although you may not catch them all in the explosion. Throw a flare first to gather all the foes in one place.
- Walk toward the shadow until you're spotted, then back up to the exit, shooting foes in the head as you retreat. With some shoving and proper aiming, you can remove these threats before you run out of room.
- Or you can maneuver to the right of the shadow, and tackle the three Hunters from behind. You take down the first foe easily, meaning you need deal with only two others.

With foes removed, make a thorough sweep of the cells, alcoves, and other areas, searching for minor items and the CCTV Junction Box [13] for the Bloody Tower. Unlock the dungeon gate.

CCTV // JUNCTION BOX







Unlock the dungeon gate, pausing to check the dead for items. Next, climb the stairs to the narrow passage leading to a chamber with a strange black light shining on the same symbol [14] you saw on the door back at the Palace Bunker. Sondra radios in to mention Dee's Library at Mortlake was pillaged and much knowledge was lost. It falls to the Ravens to make sense of what remains.

The symbol is a septagram. Scan it with your Pad, and the wall the sign was daubed on slides open to reveal a secret passage! Check the metal container and the corpses for any items before proceeding through the new doorway. Your objective updates.

Lore: Mortlake

Located in the London borough of Richmond upon Thames, Mortlake is a district of London with references as far back as the Domesday Book (1086). John Dee resided here for part of his life.

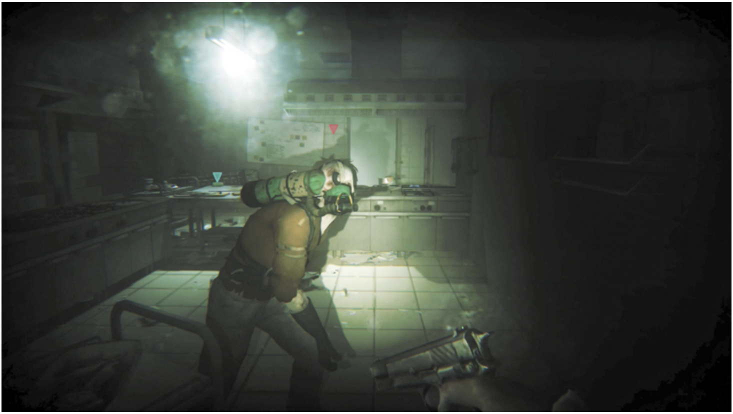
Lore: Dee's Septagram

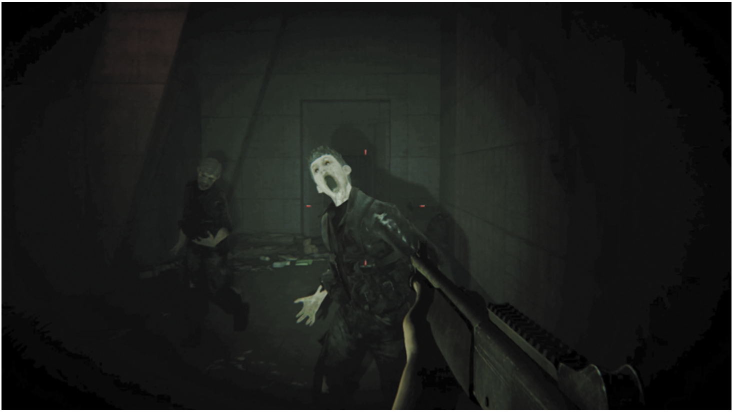
This symbol is the mark used by the Ravens across London to flag locations of exceptional importance. The septagram symbolizes the unity of the four elements with alchemy, magic, and science. To the Ravens, it opens a path to secret knowledge.

Objective 6: Find the Ravens of Dee Bunker entrance	
Danger Level:	●●●●○

- Objective Marker: No
- Survivor Score: 50
- Special Instructions: None

Incoming Infected

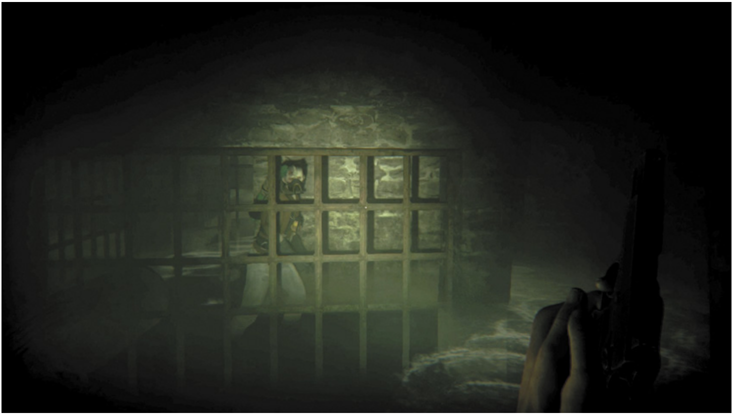




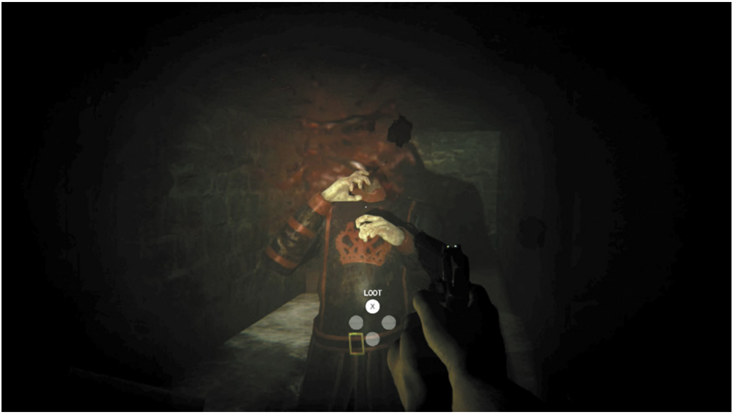
Tower of London (Waterlogged Dungeon): Explosive Hunter, Hunter (4)

Caution

This area is particularly troubling for those who aren't ready to attack quick-lunging foes. Be on your guard and have health at the ready!



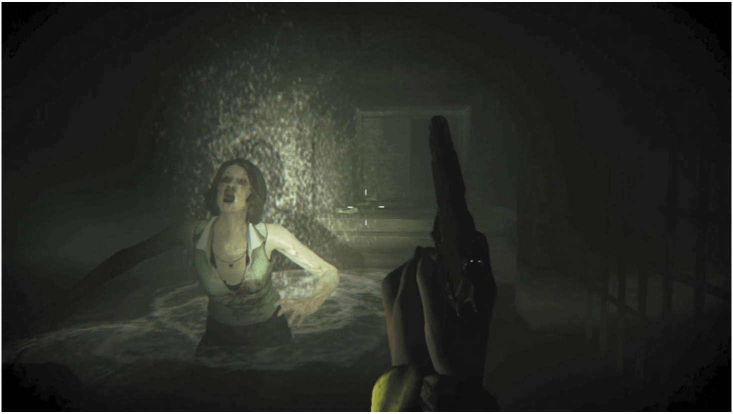
Sondra tells you not to bother with your map as you descend into waterlogged catacombs. You're instructed to use your Pad's black light to find your way through. Climb the small steps (either side), and drop down the hole in the middle. You're effectively sealed in this area now; the only way is onward! Now sidestep left, looking for a possible Explosive Hunter in the distance [15]. Blast him before he closes in and becomes too difficult to take down.



At this point, it's worth employing two tactics: looking around the walls for arrows the ravens left, which are visible only when you shine your pad's black light, and checking out the previous map (in this guide), which reveals the precise route to take. Sidestep right, past the opening to the corner where there's pouring water, and slay an infected hunter in this area [16].then follow the guide map direction deeper into the catacombs.

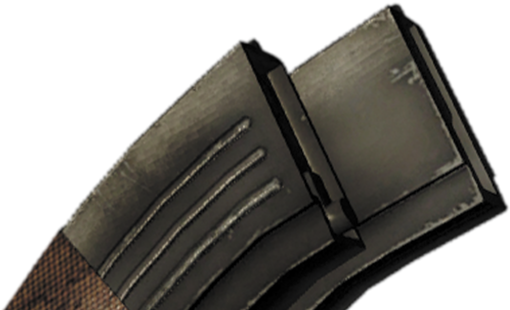
Tip

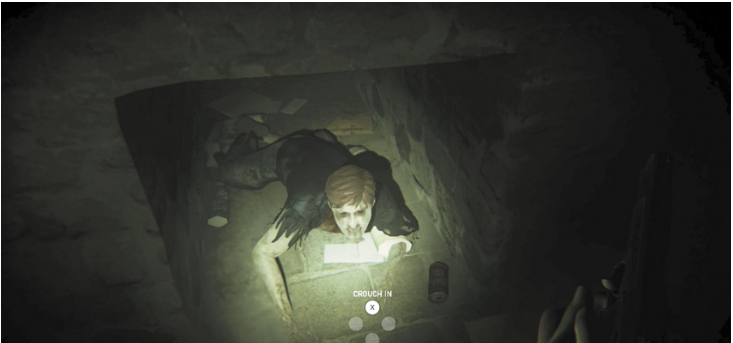
Still getting lost? Then look for objects (floating barrels, a crate, or even a flare you've placed) to help find your way. This area is smaller than you initially might think!

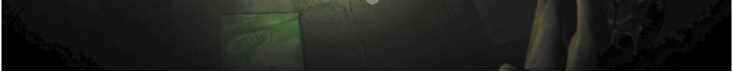


Watch for a Capacity Upgrade on a small wall plinth, just past the bright light emanating from the ceiling, and a foe ready to ambush you from behind. Head toward the center of the iron-barred wall sections, through pouring water and around some tight corners to a second septagram symbol with arrows on either side of it. This slides open, revealing another hidden exit [17]...and additional foes to face!

UPGRADE // CAPACITY





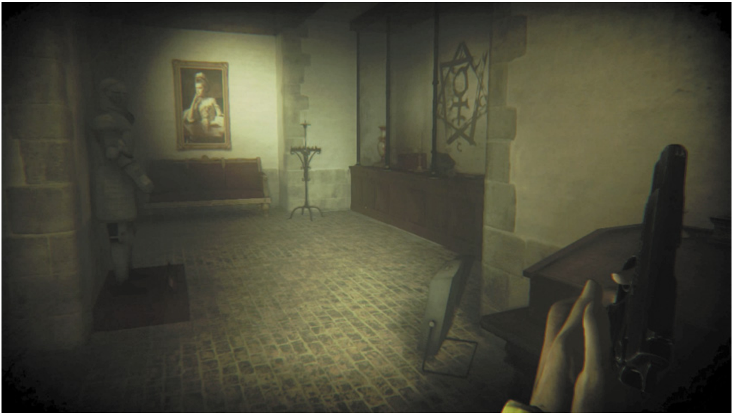


Step through the now-open wall section, and watch for a Hunter lurching out of the water. React quickly and slay it before heading to drier land and engaging another Hunter on the narrow stairwell [18]. Climb up to a dark dungeon corridor with side burial graves within the walls on either side. There's not usually anything among the bones and more recent dead. Cross the grating and check a low stone crawl space. Slay the Crawler [19] by retreating (as you can't attack it when you're crawling) and standing on his head. Now take the passage, heading directly into the Bloody Tower and the Ravens of Dee nerve center. The nearby door is barred, so this is the only way in.

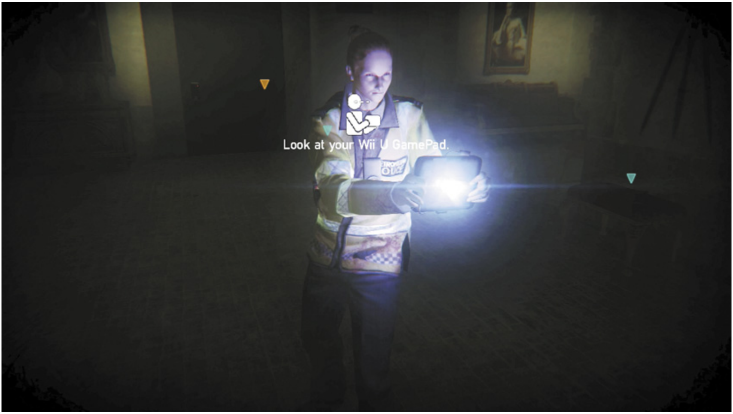
Objective 7: Scan the cipher on the wall

Objective 8: Use the code to exit the bunker	
Danger Level:	● ○ ○ ○ ○

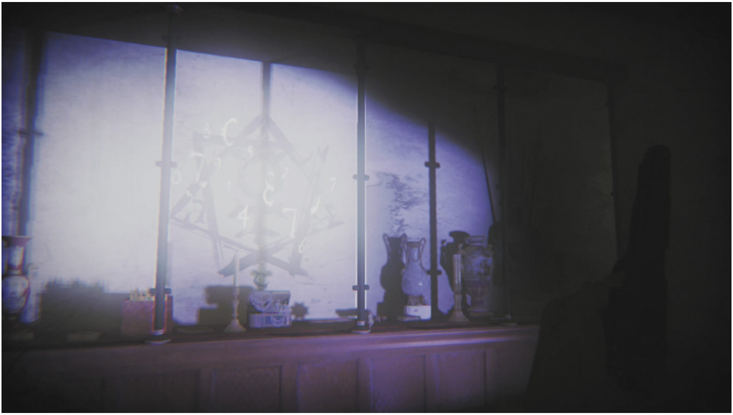
- Objective Marker: Yes
- Survivor Score: 10, 10
- Special Instructions: None



Sondra tells you the Blight has been worse than they thought, and she mentions the Prepper too. After her one-sided chat, release the bar from the door you couldn't get through, and begin to navigate around this display room [20], which features suits of armor from the Middle Ages. Give the room a thorough sweep with your Pad, and then concentrate on two activities: locating items and deciphering clues:



Locating Items: Stand in the middle of the room and make a 360-degree scan. There's an assault rifle leaning near the code-blocked door, a Spread Upgrade by the suit of armor in the corner, documents to grab on a low chest on the wall opposite the exit, and most importantly, a strange tarot card sitting on a plush ottoman.

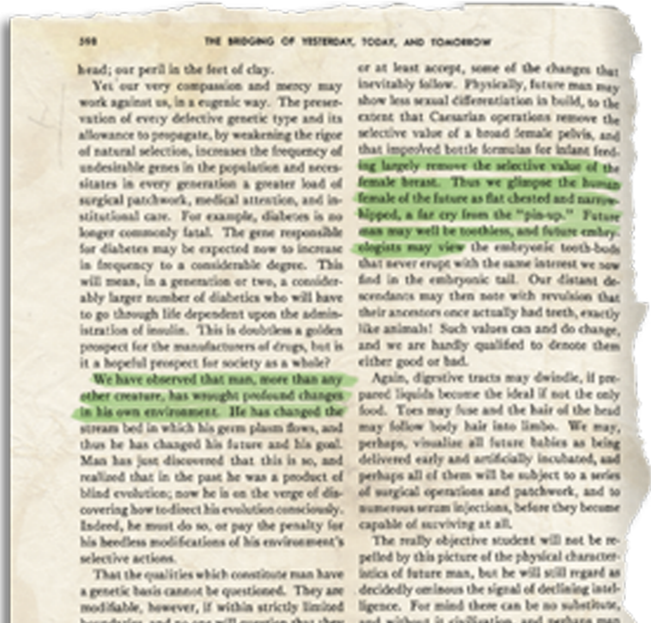


Deciphering Clues #1: Move to the glass cabinet with Dee's septagram on the wall, and scan it. This reveals an incredible secret Enochian Alphabet, giving your Pad its most impressive upgrade so far: the ability to decipher this ancient language into English!

Look at your Wii U GamePad.

Deciphering Clues #2: With your upgraded Pad, locate the cabinet sitting against one of the stone pillars, and push it out of the way. Scan the area behind it to reveal a jumble of signs. Your Pad deciphers this as a four-digit code: 8187. Use it on the keypad to exit this chamber.

Notebook Addition // Black Prophecy (3/4)



398 THE BRIDGING OF YESTERDAY, TODAY, AND TOMORROW

head; our peril in the feet of clay.

Yet our very compassion and mercy may work against us, in a eugenic way. The preservation of every defective genetic type and its allowance to propagate, by weakening the rigor of natural selection, increases the frequency of undesirable genes in the population and necessitates in every generation a greater load of surgical patchwork, medical attention, and institutional care. For example, diabetes is no longer commonly fatal. The gene responsible for diabetes may be expected now to increase in frequency to a considerable degree. This will mean, in a generation or two, a considerably larger number of diabetics who will have to go through life dependent upon the administration of insulin. This is doubtless a golden prospect for the manufacturers of drugs, but is it a hopeful prospect for society as a whole?

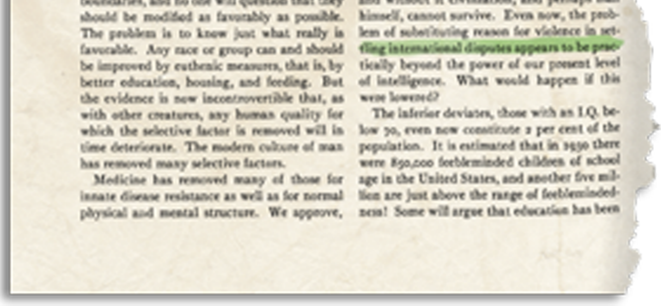
We have observed that man, more than any other creature, has wrought profound changes in his own environment. He has changed the stream bed in which his germ plasm flows, and thus he has changed his future and his goal. Man has just discovered that this is so, and realized that in the past he was a product of blind evolution; now he is on the verge of discovering how to direct his evolution consciously. Indeed, he must do so, or pay the penalty for his heedless modifications of his environment's selective actions.

That the qualities which constitute man have a genetic basis cannot be questioned. They are modifiable, however, if within strictly limited

or at least accept, some of the changes that inevitably follow. Physically, future man may show less sexual differentiation in build, to the extent that Caesarian operations remove the selective value of a broad female pelvis, and that improved bottle formulas for infant feeding largely remove the selective value of the female breast. Thus we glimpse the human female of the future as flat chested and narrow-hipped, a far cry from the "pin-up." Future man may well be toothless, and future embryologists may view the embryonic tooth-buds that never erupt with the same interest we now find in the embryonic tail. Our distant descendants may then note with revulsion that their ancestors once actually had teeth, exactly like animals! Such values can and do change, and we are hardly qualified to denote them either good or bad.

Again, digestive tracts may dwindle, if prepared liquids become the ideal if not the only food. Toes may fuse and the hair of the head may follow body hair into limbo. We may, perhaps, visualise all future babies as being delivered early and artificially incubated, and perhaps all of them will be subject to a series of surgical operations and patchwork, and to numerous serum injections, before they become capable of surviving at all.

The really objective student will not be repelled by this picture of the physical characteristics of future man, but he will still regard as decidedly ominous the signal of declining intelligence. For mind there can be no substitute,



should be modified as favorably as possible. The problem is to know just what really is favorable. Any race or group can and should be improved by euthenic measures, that is, by better education, housing, and feeding. But the evidence is now incontrovertible that, as with other creatures, any human quality for which the selective factor is removed will in time deteriorate. The modern culture of man has removed many selective factors.

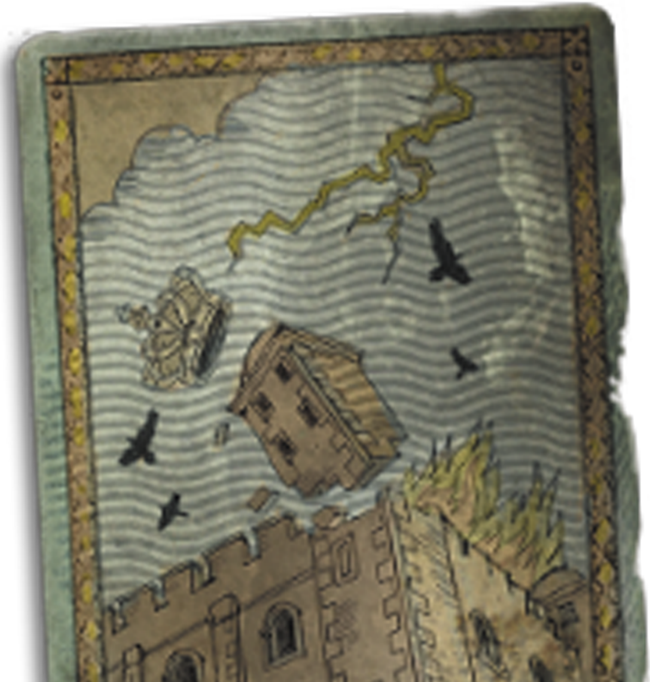
Medicine has removed many of those for innate disease resistance as well as for normal physical and mental structure. We approve,

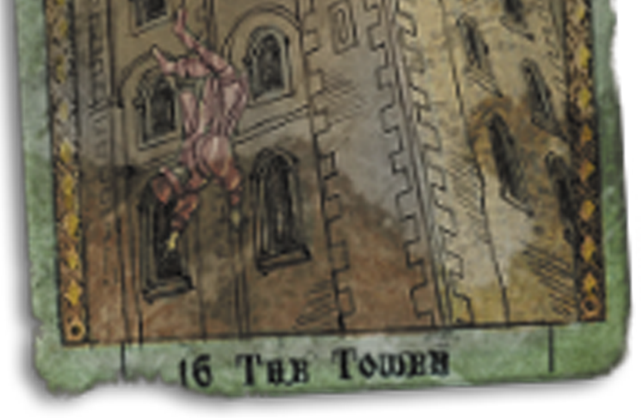
himself, cannot survive. Even now, the problem of substituting reason for violence in settling international disputes appears to be practically beyond the power of our present level of intelligence. What would happen if this were lowered?

The inferior deviates, those with an I.Q. below 70, even now constitute 2 per cent of the population. It is estimated that in 1930 there were 850,000 feebleminded children of school age in the United States, and another five million are just above the range of feeblemindedness! Some will argue that education has been

Raven's secret chamber, on one of the chests.

Notebook Addition // Black Prophecy (4/4)





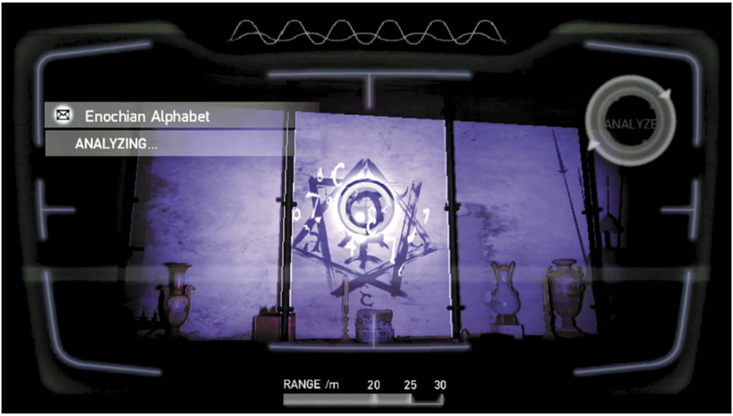
On one of the seats in the Hidden Raven's chamber with the AK-47 and Pad Decipher Upgrade.

UPGRADE // SPREAD

WEAPON // AK-47 ASSAULT RIFLE

Weapon // AK-47

“The AK-47 assault rifle. Preferred weapon of communists everywhere. And it makes a very distinctive sound when fired.”



Upgrade // Prepper Pad // Decipher

- Prepper Pad Level: 3
- Features: Scanner Upgrade #10: Decipher Enochian Alphabet

Lore: John and the Queen

According to Sondra's last contact, the Ravens' best prepper risked his life trying to reach the Queen: But the authorities wouldn't listen and locked him up. He was never the same afterward. Sondra refers to the Prepper as "my John," and it doesn't take a detective named Sherlock to work out Sondra was likely responsible for writing the letter you found in Ron Freedman's flat. This also might explain the Prepper's reaction to Sondra, too.

Lore: Dee and the Enochian Alphabet (Sondra commentary)

"That's the Encohian Alphabet. Symbols that Dee used to communicate with angels. The Ravens translated them years ago. Now you can reveal and understand them too. So John Dee basically invented cryptography. He was the first professional spy. Did you know that? Even signed his letters to Queen Elizabeth Double-Oh-Seven!"

The Chopper Comes a Cropper

Objective 9: Reach the roof	
Danger Level:	● ● ● ○ ○

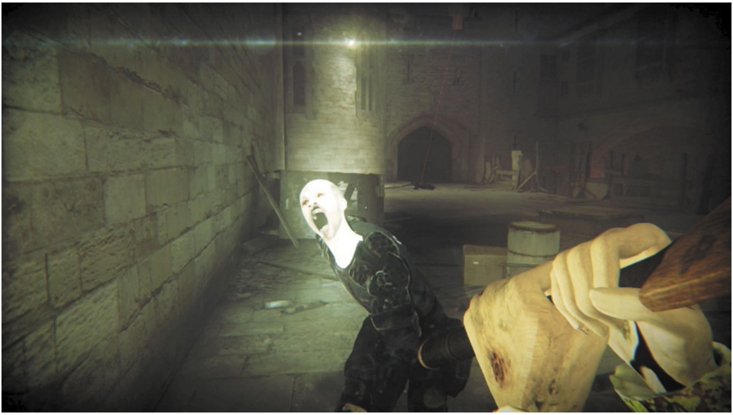
- Objective Marker: Yes
- Survivor Score: 10, 10
- Special Instructions: None

Incoming Infected

COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items.
HC
HC

Tower of London (Lower Rampart): Armored Guard, Hunter (7)

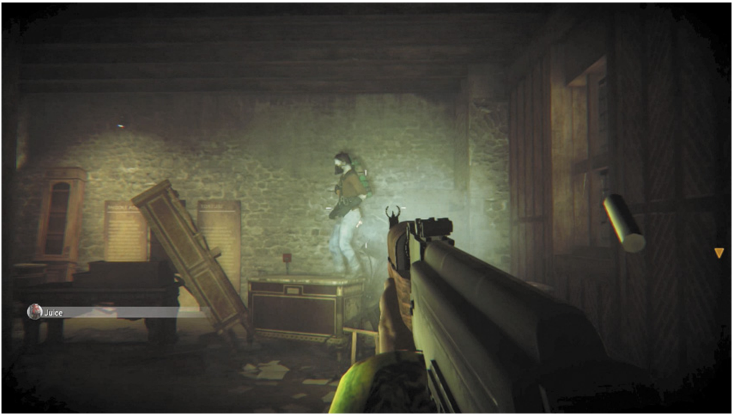
Tower of London (Tudor Tower): Explosive Hunter, Hunter (2+)



With your AK in hand (it's worth testing out, even if you intend to change weapons), step through the secret door and head up the stone steps to the Tower's main ramparts [21]. Sondra radios in, letting you know the seven bells (the signal to flee) have rung. Ready your new weapon and enter the ramparts:

- She helps off six foes that are stumbling, burning, and lurching your way (although you need to retreat down the stairs or push them back if they come too close). This saves on ammunition, but doesn't help your Infected-killing score.
- Or you can start massacring the Infected yourself, as long as you stand well back from the exploding barrels. Stay on the main cobblestones so they don't outmaneuver you.

This section of the tower is above the lower courtyard, so remove the bar from the gate before moving on; this allows quick access throughout this location in the future. Tackle another foe as Sondra urges you to take the stairs. You can head to the manhole and Safe House to save if you want, but it isn't necessary unless you're low on supplies.



Climb the stone steps up to one of the tower turrets, and head inside. Execute your first Hunter with short, sharp AK bursts. Now put the rest of these Blighters out of their misery! Enter the Tudor room of the tower [22], grabbing any items you wish on the table. Check the next room for further ammo, then deal with an Explosive Hunter in a most cunning way: use the outer corridor and stacked furniture to dodge around, and then blast the foe from a distance.

Open the wooden door and head up the two flights of stone steps to the tower's eaves, checking the area for more ammo and items. Drop to the arched door below the burned floor. It's locked, but there are stairs down to an upper rampart. Engage in a chaotic race to the roof from here [23].

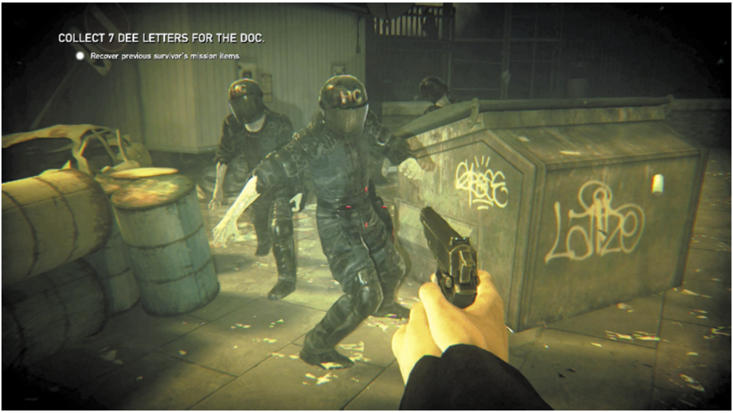
Objective 10: Secure landing site

Objective 11: Reach the helicopter landing site

Objective 12: Return to the Safe House	
Danger Level:	●●●○○

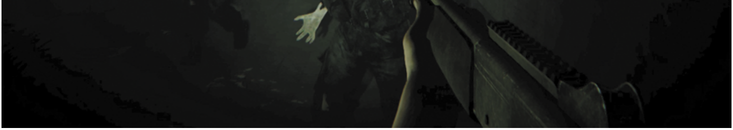
- Objective Marker: Yes
- Survivor Score: 200, 500, 10
- Special Instructions: Completed automatically if you die.

Incoming Infected



COLLECT 7 DEE LETTERS FOR THE DOC.

● Recover previous survivor's mission items

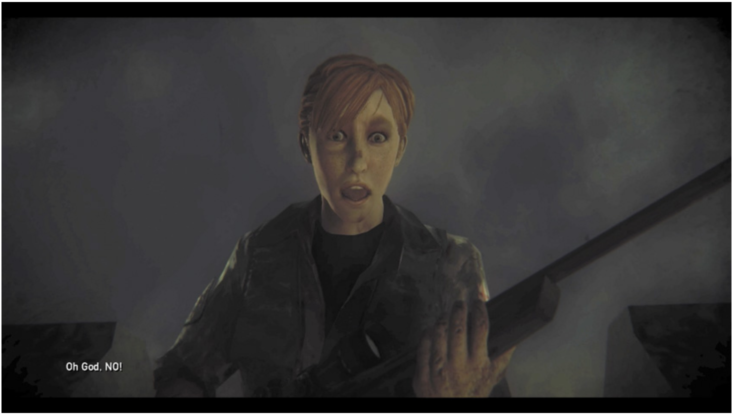


INTRODUCTION
Escape from the Infected

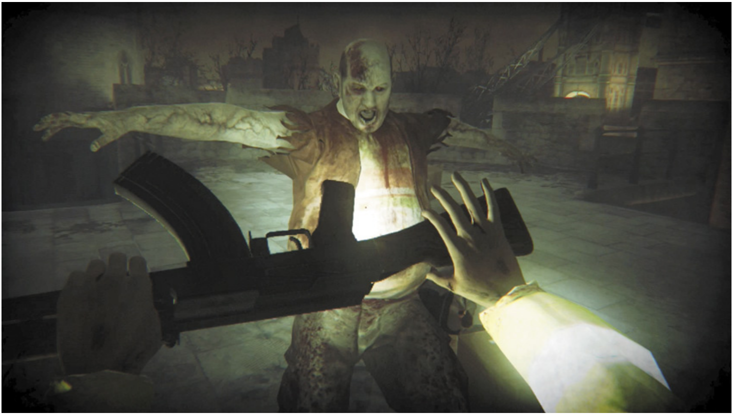
Tower of London (Upper Ramparts): Armored Guard, Hunter, Blighter, Spitter (9+)

You've got to dance around those Blighters!

Dodge an incoming Hunter and a Spitter's projectile before following Sondra's orders and gunning down these foes. The chopper is hovering atop the main tower, so sprint up the curved stairs and take down the Hunter at the top. Turn left and head up and onto the roof [24], blasting another foe. Sondra helps you pin down an Armored Guard and two more Hunters before the coast is finally clear. Time to leave!



The rescue chopper pivots in for a pickup as a flock of Ravens—the birds that historically guard the Tower of London—take to the skies, ironically hindering your and Sondra's progress in the most horrific and violent way possible. A dumbstruck Sondra vows to regroup and attempt to flee the capital again. But for now, you're on your own!



The door to the central tower swings open, but you've a couple of Blighters to deal with before you can leave. One narrow rampart section leads to a door you can rip the barricade off of; this was the arched door you couldn't open earlier after dropping down from the burned eaves. Head down the curved steps, retracing your steps [25], quickly removing the bar to a metal door, and climbing down the ladder beyond. This leads to the manhole you uncovered in the Bloody Tower. Take it back to the Safe House without delay.

Tip

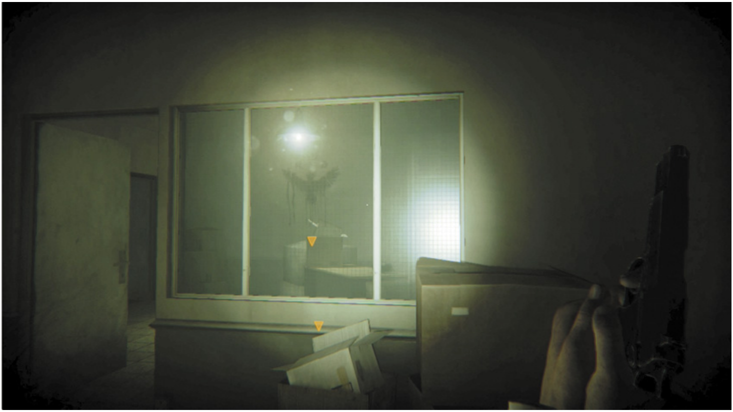
Before the next mission begins, there is an optional but recommended location where you can retrieve one of Dee's Letters.

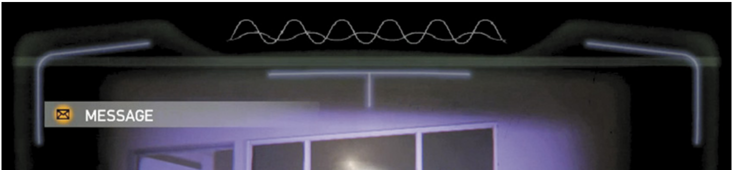
Detour: On a Mission

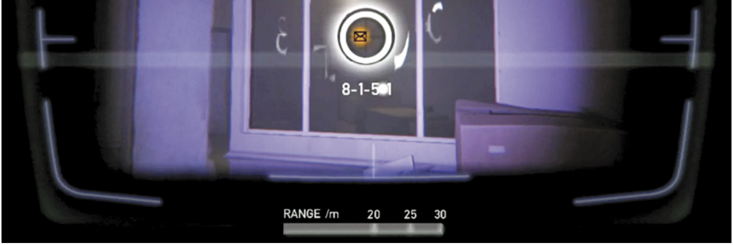
MISSION 08: COLLECT 7 DEE LETTERS FOR THE DOC

Objective 4: Collect Dee's Letter in Brick Lane Flats	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: Completed after Mission 10.



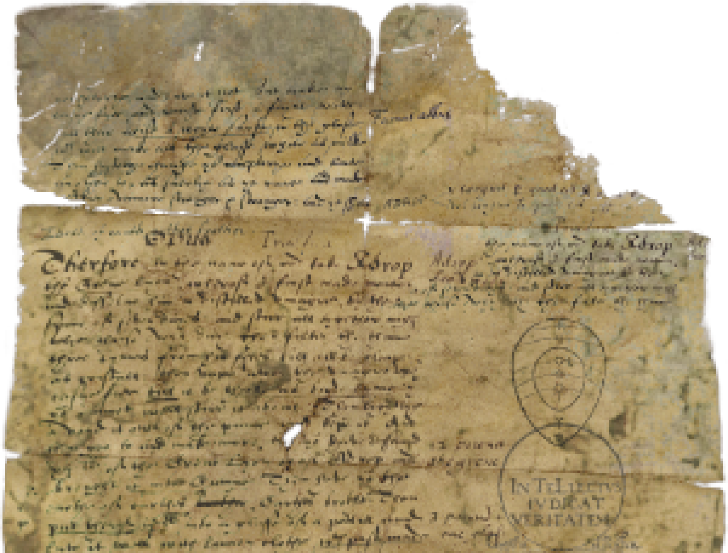


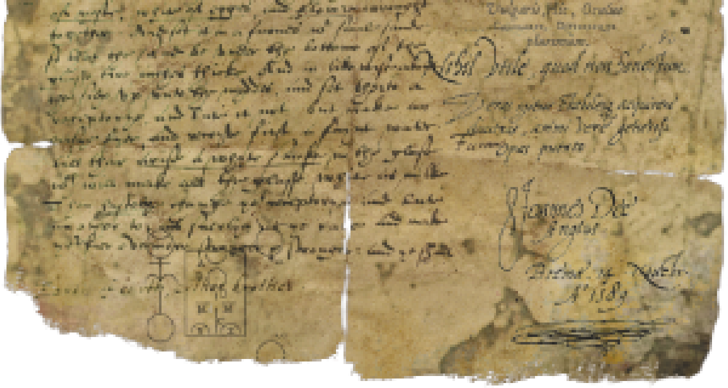


Use the manhole shortcuts to return to Brick Lane Flats. Head into the warehouse buildings you previously scaled, and work your way up to the top office, where you spotted a keypad door with a Ravens symbol above it, in a secret wall. Now that you have the decipher capabilities available on your Pad, you can determine what the strange signs mean...but only if you're positioned in the correct place!

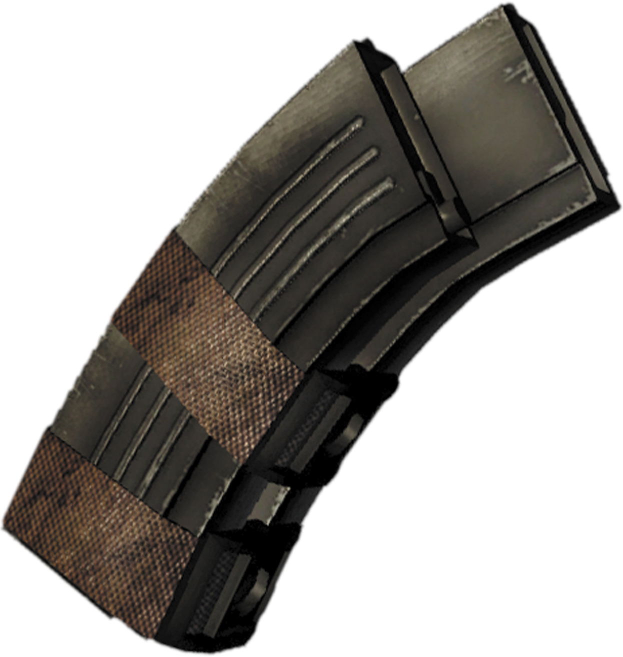
Stand so you're looking at the window between the two office rooms. Line up the wing tips of the Ravens symbol—there's some on the wall and some on the window. Once they're perfectly lined up, scan the wall through the window. This reveals the code. Input that to open the door, inside which is a cubbyhole with a dead soldier clutching Dee's Letters. There are other items to find here too:

ITEM // DEE'S LETTERS #3

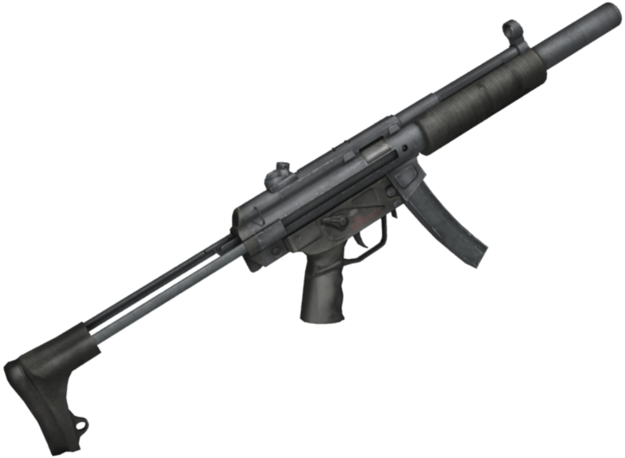




UPGRADE // CAPACITY



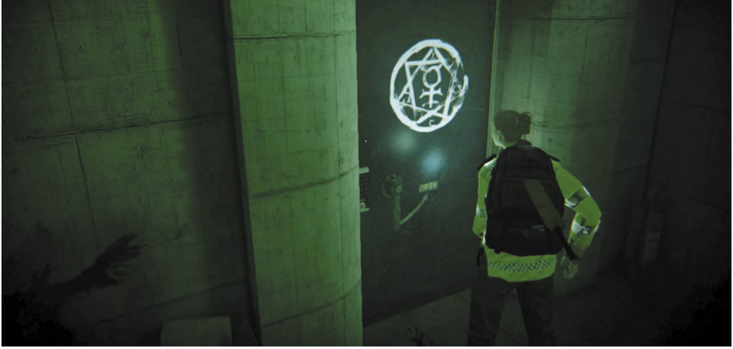
WEAPON // MP5 SD SUBMACHINE GUN



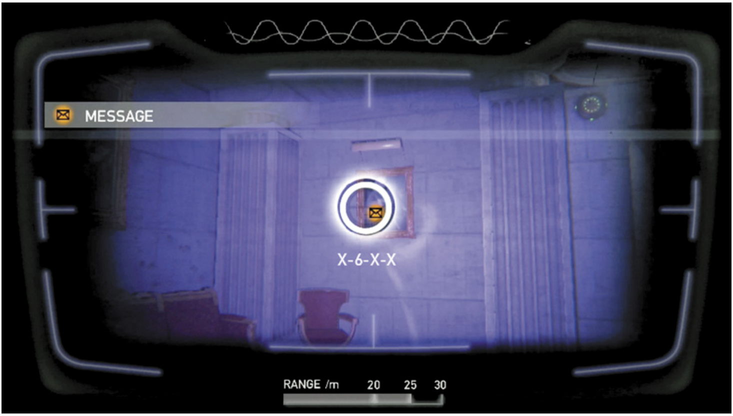
Weapon // MP5 SD

“The trusty MP5. The best gun in the world for close crowd control, if you catch my drift.”

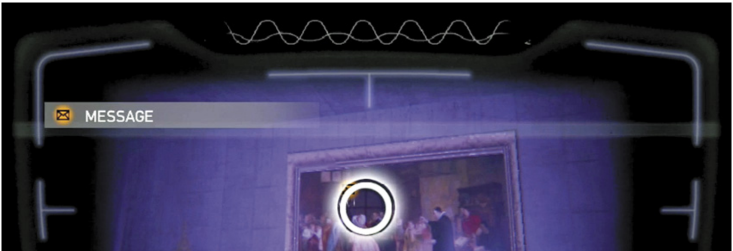
Detour: Shedding Light on the Subject

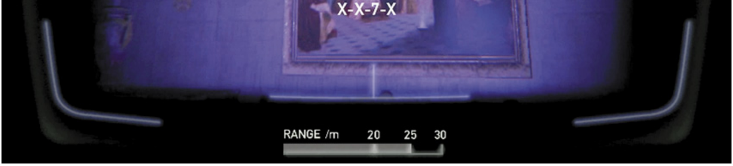


Now that you can decipher the Ravens' strange wall symbols, head back to the Palace Bunker and locate the four "odd" paintings you previously had trouble translating when you scanned them. With your newly upgraded Prepper Pad, try the scans again:

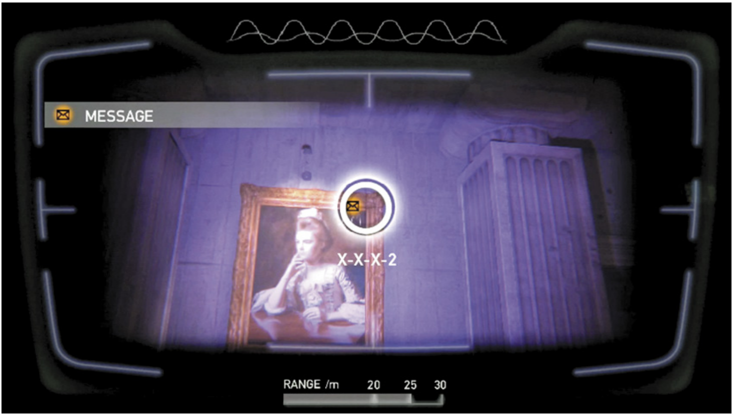


Head to the ornate hub chamber, and scan the picture of the man with the powdered wig. You receive part of a code.

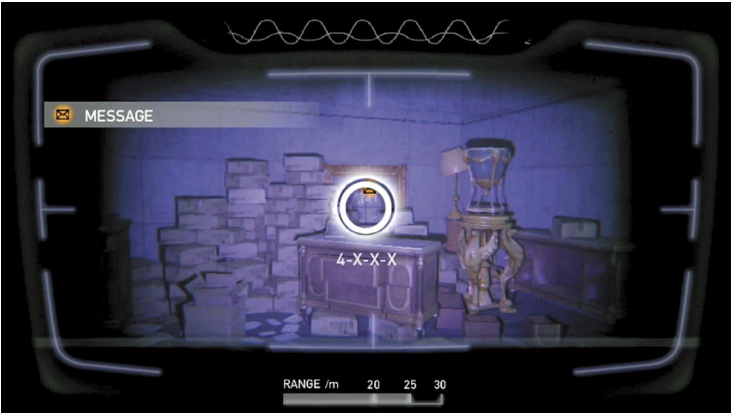




Move into the fancy waiting chamber, and scan the picture of John Dee at the court of Queen Elizabeth. You receive part of a code.



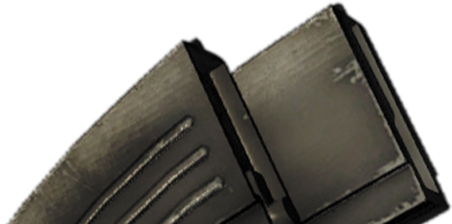
Step into the Royal Entrance chamber, and scan the painting of the young royal in the corner wall. You receive part of a code.



Now with three numbers, head to the storage room you entered from Brick Lane Flats, and check the final painting. You receive part of a code. Tap the code into the adjacent door with the black light symbol to open a storage room. Gather items, C4, and a Capacity Upgrade.

GEAR // C4 (1)

UPGRADE // CAPACITY

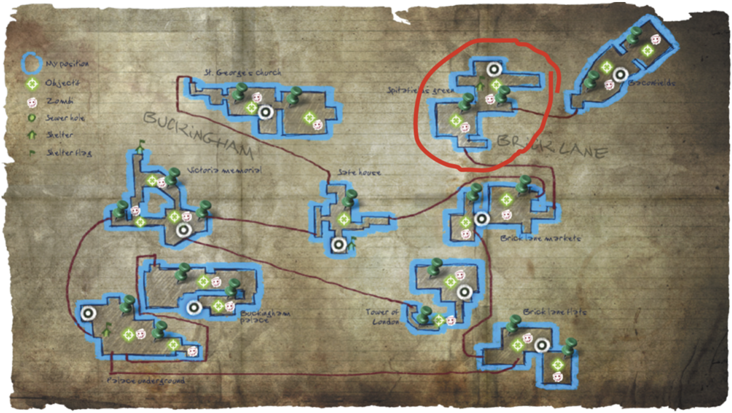


- Mission 08 (Objective #4) Completed: Maximum Survivor Score: +200
- Mission 10 Completed: Maximum Survivor Score: +1,150

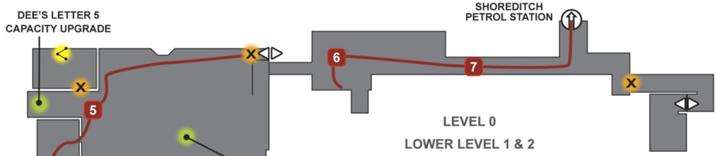
Missions

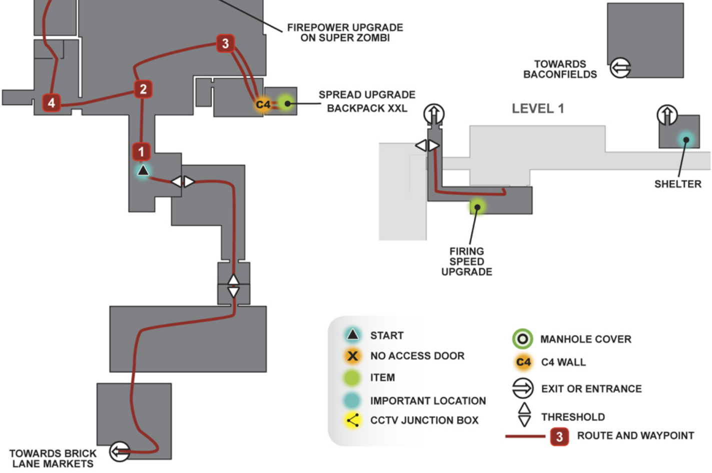
Mission 11A

REFUEL THE GENERATOR (PART 1)

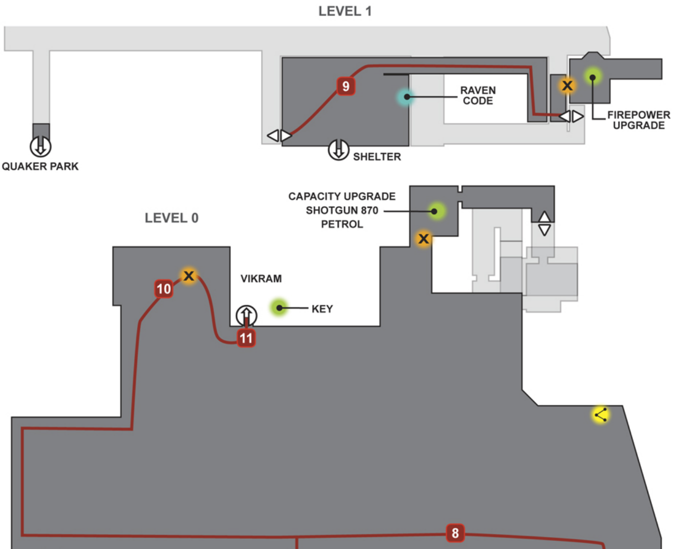


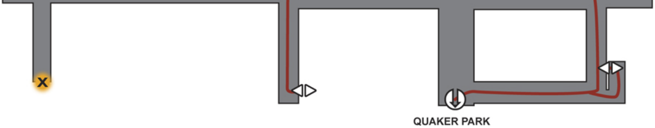
Location: Spitalfields Green (Quaker Park)





Location: Spitalfields Green (Shoreditch Petrol Station)





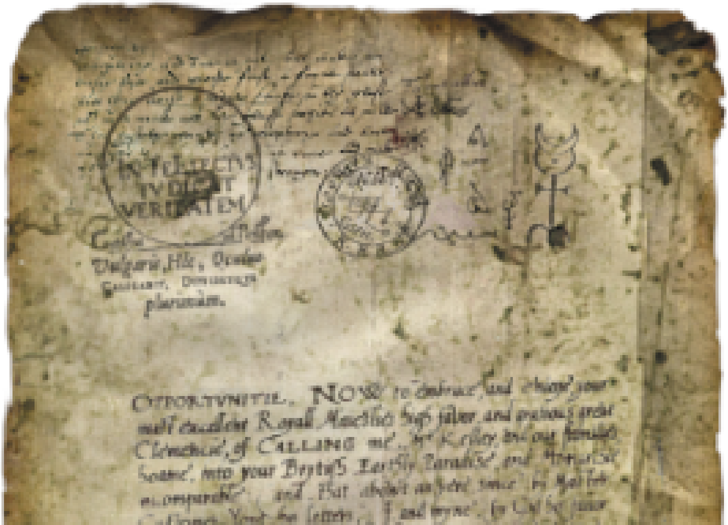
Overview

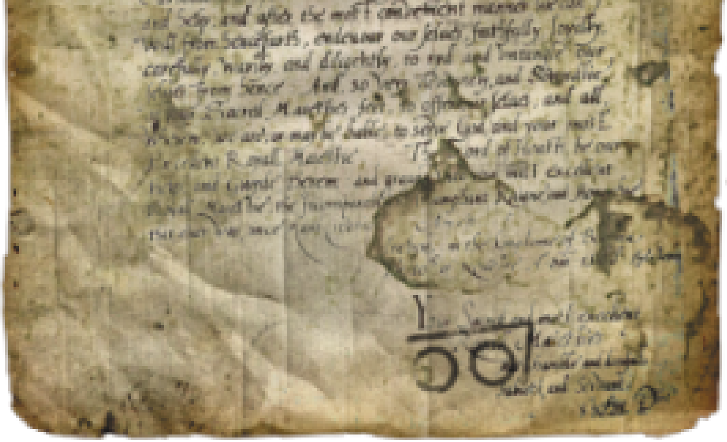
For a bloke who's so meticulously set up for this Blight that it's become his nickname, the Prepper has overlooked some pretty major assets, such as fuel for the generator to power this light show. Naturally you're drafted to head into the aptly titled Spitalfields, where you'll encounter gob-lobbing zombies on the grass and a whole load more milling about the main road in Shoreditch. Navigating past them will take every ounce of mettle, until you rattle open the locked gate and step through into the garage to meet Vikram, who's preoccupied with matters that threaten to tear his family apart...

Objectives

- Objective 1: Reach access to Spitalfields Green.
- Objective 2: Reach the Petrol Station.

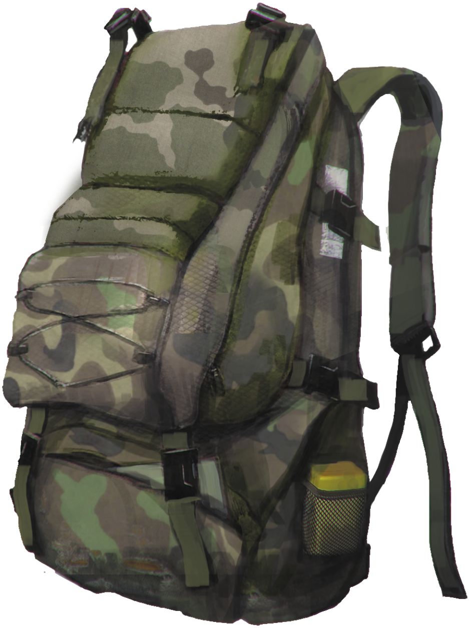
Important Items





Dee’s Letters #4

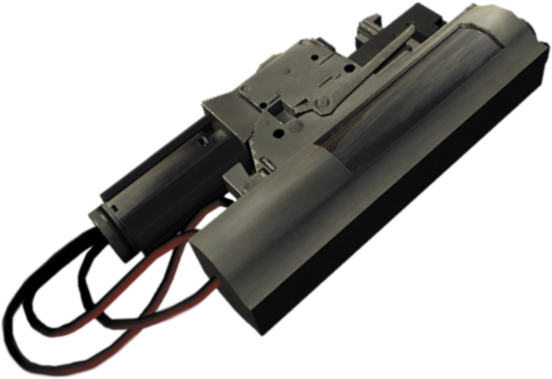
Upgrade: Capacity



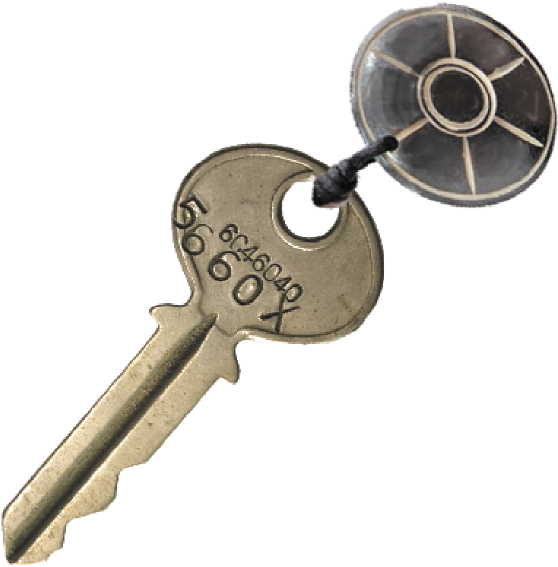
Backpack XXL

Upgrade: Spread

Upgrade: Firing Speed

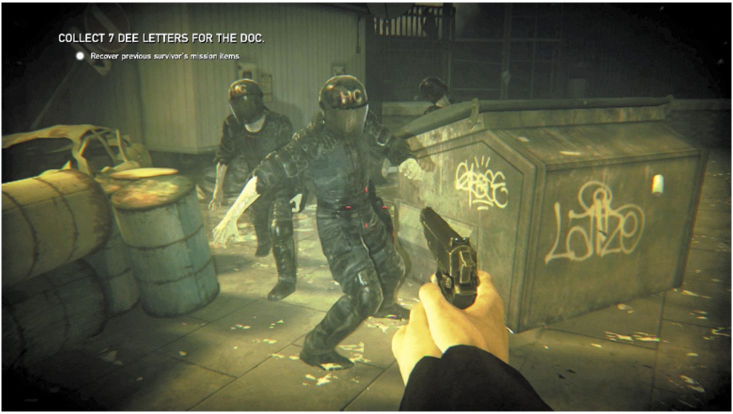


Upgrade: Firepower



Key

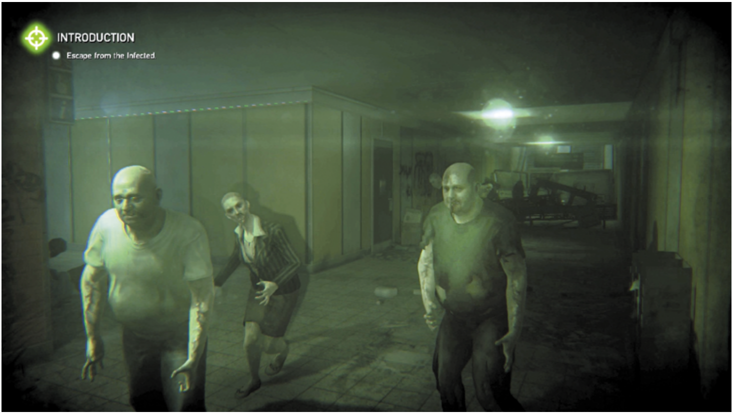
Enemy Appearances



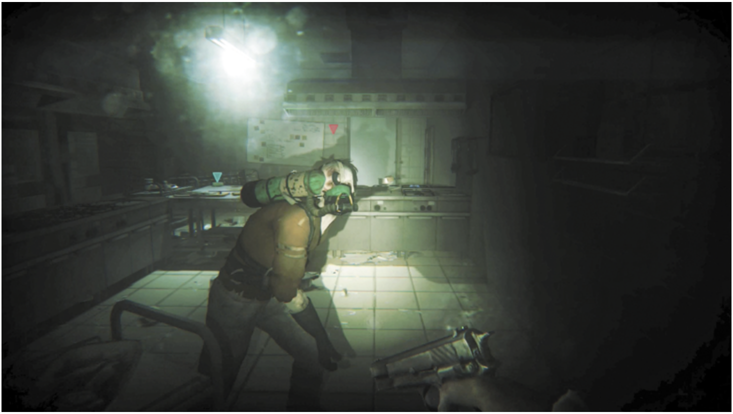
COLLECT 7 DEE LETTERS FOR THE DOC.

- ○ Recover previous survivor's mission items.

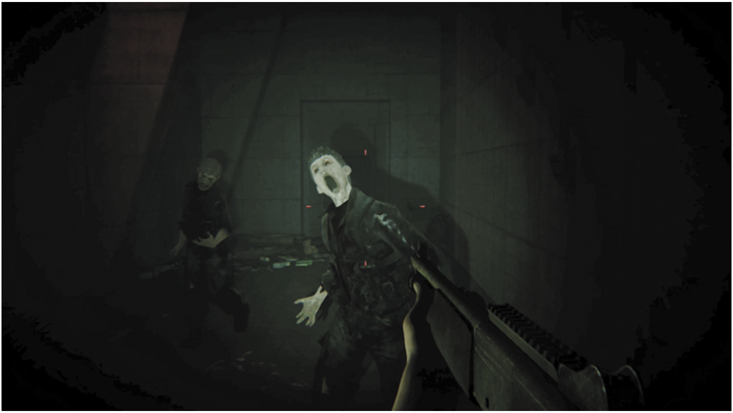
Armored Guard



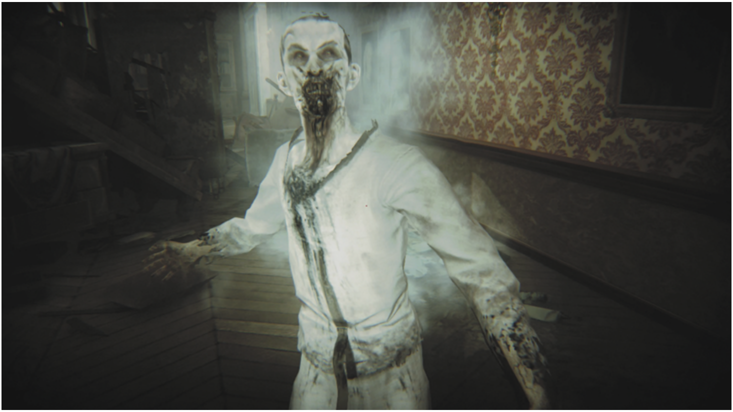
Blighter



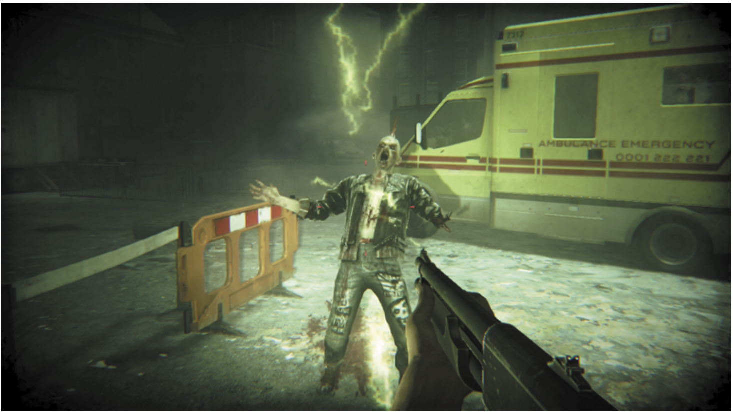
Explosive Hunter



Hunter



Spitter



Screamer

Note

Mission 08: Collect 7 Dee Letters for the Doc is currently active. Mission 08, Objective 5 is available to complete during this mission and is flagged below, when it becomes accessible.

Revisiting Old Haunts

After you return to the Safe House, the Prepper commiserates with you about your failed escape bid. But it isn't that simple. And it's time to turn that frown upside down; you still have the Prepper to help you out! But the Prepper reckons the Blight is going to get much worse when a "cleansing fire of black angels" sweeps across the world. This depressing talk stops after the lights flicker. The Safe House generator needs refueling. It's time to pay a visit to Vikram. He runs the Shoreditch petrol station at the top of Brick Lane, and he's shut himself in there, trading fuel to the Survivors. The lights then go out completely.

Tip

This is the optimal time to revisit some of your previously explored locations and remove some barriers you previously couldn't navigate through. The mission-critical areas are detailed below, but they are:

Locked rooms (requiring the lockpicking tools). Piles of rubbish (requiring C4). Raven doors (requiring your Pad's black light and Decipher Upgrade).

Tip

Open up these additional areas, which for the most part lead to a reasonably useful item or two, such as an upgrade.

Detour: On a Mission

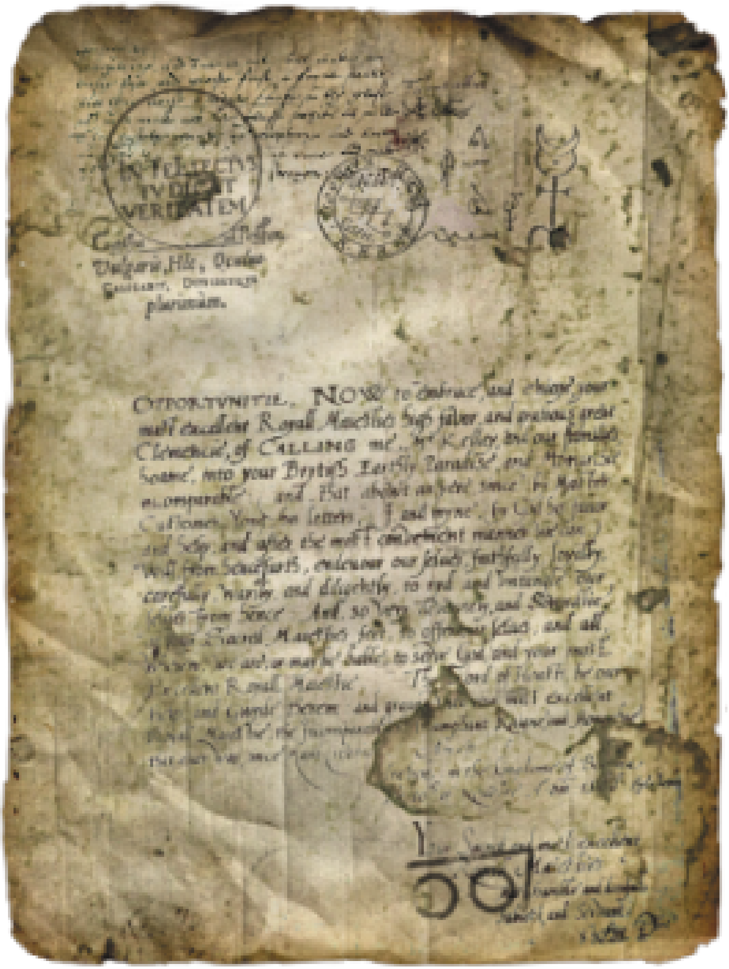
MISSION 08: COLLECT 7 DEE LETTERS FOR THE DOC

Objective 5: Collect Dee's Letter in Brick Lane Markets.	
Danger Level:	● ● ○ ○ ○

- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: Completed during Mission 11.

Leave the Safe House and take the manhole shortcut to Brick Lane Markets. Open the metal door that leads to Hanbury Green, and open up the chain-link gate to enter the alleyway. Fight an Infected (usually a Hunter or Enraged) until you reach the green metal balcony stairs in the alley between the terraced flats. Locate the pile of rubbish, and place C4 on it. After the ensuing explosion, squeeze through the hole in the brick wall, and search the corpse in the garden for the following:

ITEM // DEE'S LETTERS #4



UPGRADE // CAPACITY UPGRADE

Shedding Light on the Matter

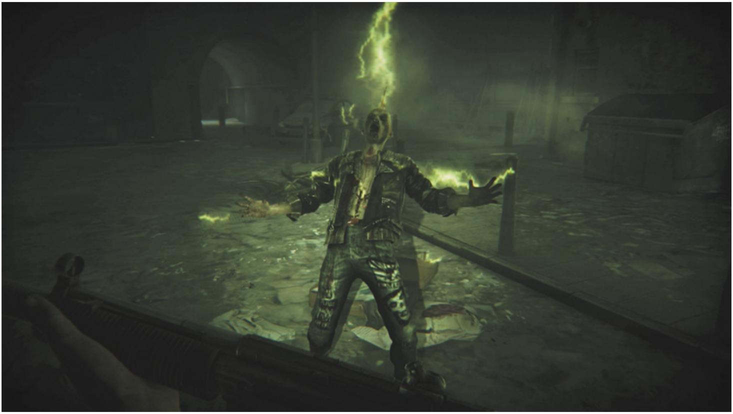
Objective 1: Reach access to Spitalfields Green	
Danger Level:	● ● ○ ○ ○

- Objective Marker: Yes
- Survivor Score: 20
- Special Instructions: None

Incoming Infected

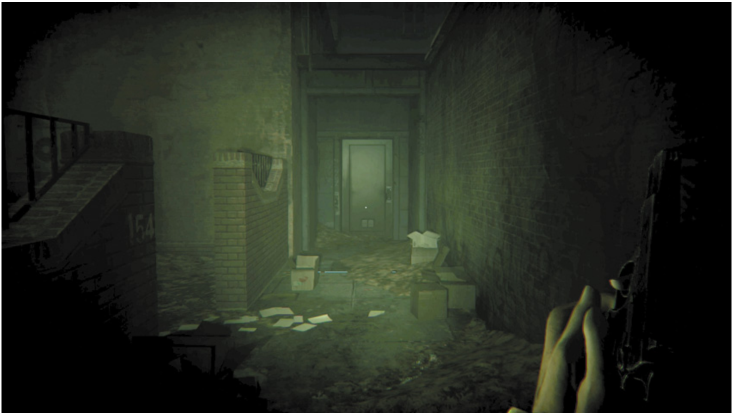
AMBULANCE EMERGENCY
0001 222 221

Brick Lane Markets (Hanbury Green): Enraged, Hunter, Screamer (14+)



Whether you're planning on taking the Dee's Letter behind the tenement flat wall or not, you need to navigate your way across this neighborhood, watching for Enraged and Hunters as you go. Use the same navigation routes that you tried the first time you were here, and make a run for the ambulance and open area where you first saw the horde. These foes have either dispersed or you've slain them earlier. However, a Screamer usually awaits in one corner. You can:

- Quickly defeat this foe before he shrieks, bringing on an entire horde. Use a sniped shot from a rifle or crossbow before he spots you, or charge in and blast him with a shotgun. Do this immediately; it is your primary target.
- Or you can actually take your life in your hands and wait for more foes to appear, running around to avoid them all, then lobbing a flare into a corner of the courtyard, and finishing all the foes with a Molotov and grenade. Why? To claim more points for Infected kills.
- Or if you're low on health or ammunition, simply ignore the Screamer and sprint down the alleyway to the left, which is where you're eventually headed anyway.



Search around the Dumpsters and the back gardens of the alleyways for any minor items you can scavenge. Then (with the ever-present danger of a Hunter mauling) head to the alley's far end. There's a door with a key pad to access. Without a combination, scan the area with your Black Light Pad. Invisible arrows pointing to the wall of one of the terraced houses prompt you to scan again, revealing two of the four digits you need: That's half the combination! The other half requires you to enter and then scan the interior of the adjacent wooden shed. Return to the keypad and input both sets of numbers.

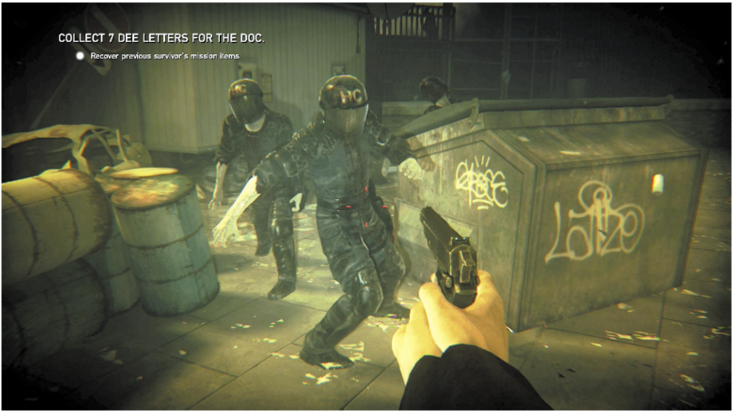
Keep off the Grass

New Location // Spitalfields Green (Quaker Park)

Objective 2: Reach the Petrol Station	
Danger Level:	●●●●○

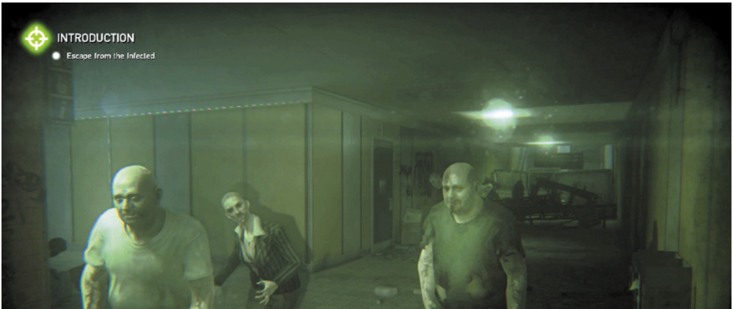
- Objective Marker: Yes
- Survivor Score: 100
- Special Instructions: None

Incoming Infected



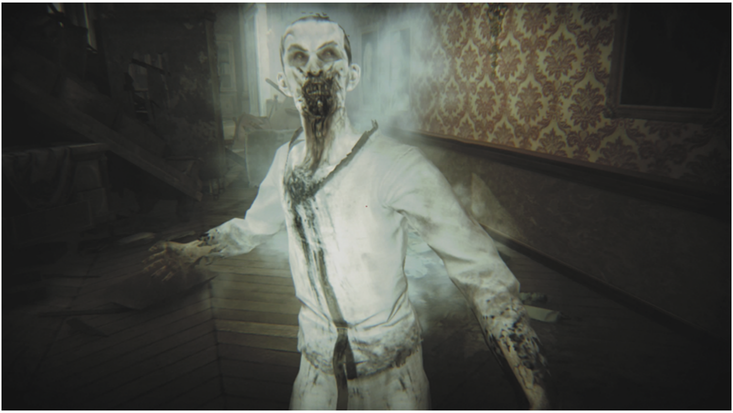
COLLECT 7 DEE LETTERS FOR THE DOC.

○ Recover previous survivor's mission items.

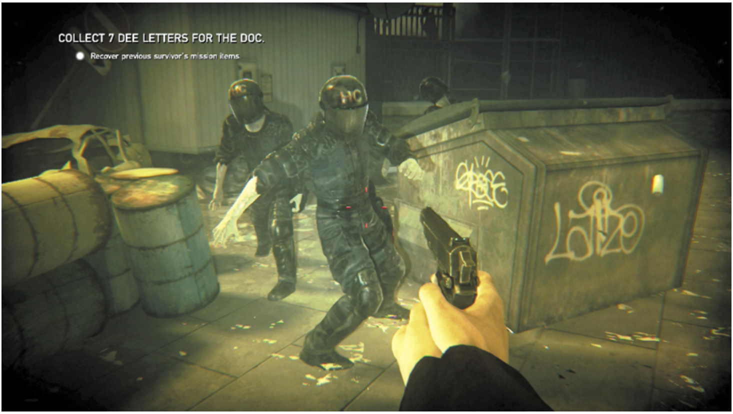


INTRODUCTION

○ Escape from the Infected



Spitalfields Green (Quaker Park): Armored Guard, Explosive Hunter, Blighter, Spitter (5+)



COLLECT 7 DEE LETTERS FOR THE DOC.

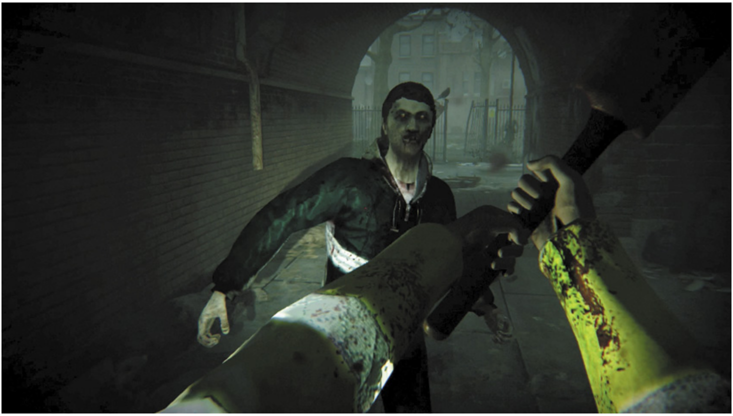
● Recover previous survivor's mission items

blighter

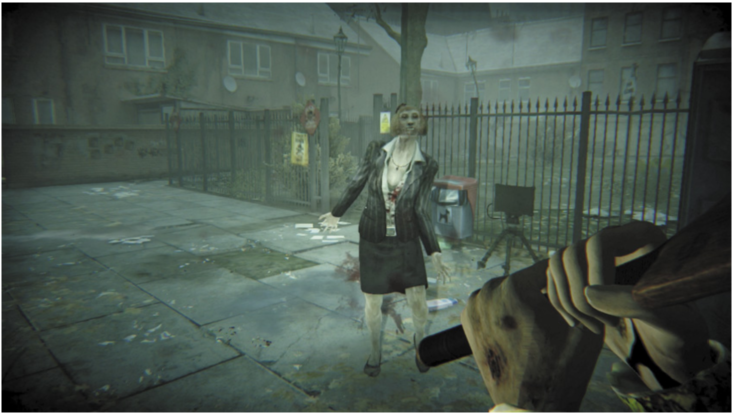
Spitalfields Green (Alleys): Armored Guard, Hunter (2)

Caution

The following area is dangerous due to the number of Infected and the mines half buried in Quaker Park). Exercise extreme caution, walking slowly until a foe presents itself and then retreating to areas you've previously explored: Rushing through this area is a recipe for disaster!



Cross the tube station corridor and climb the ladder. Take the metal door leading out into the end of a sewer tunnel; there are a few minor items to grab. Then use the ladder to ascend into Spitalfields. The Prepper radios in, telling you the petrol station is just past a park up ahead. Turn right, and crack the skull of an incoming foe [1] before heading under the arched entrance and into the park.

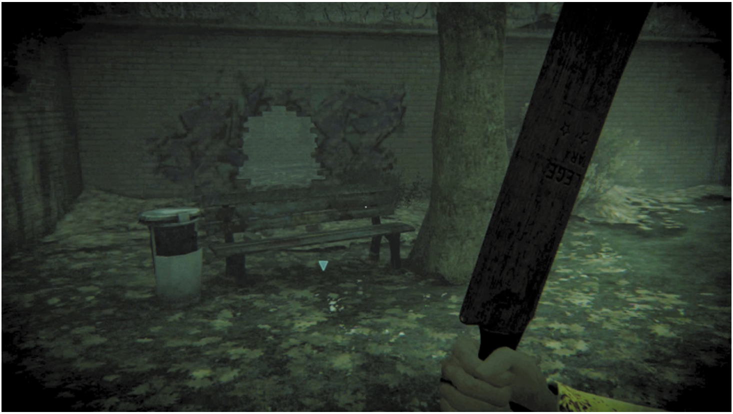


Surrounded by dilapidated houses from various eras, there's a low mist and shadowy figures standing throughout the square-shaped footprint of the park. The Prepper tells you to mind your step; someone has laid mines for the undead. One of the

Infected lurches out of the park [2]. Drop it, and then destroy the nearby radar jammer before investigating this area further.

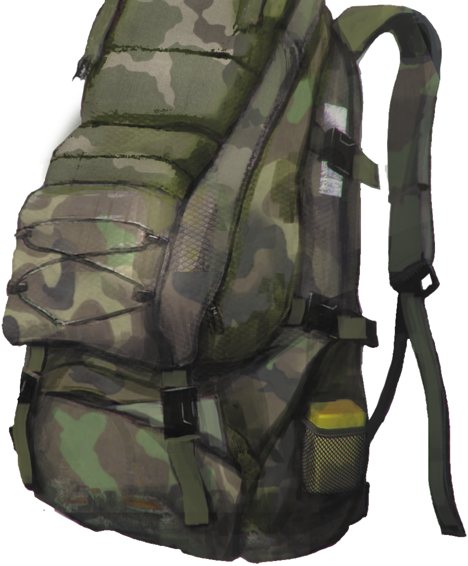
Caution

For now, stay on the concrete pavement around the park's perimeter; you need to know where the mines are. You can see them but you're risking your life if you run blindly across here while being chased. It's safer to secure the area one section at a time. If you must venture into the park, stay near the railings or walls rather than heading into the middle where you can be blown sky-high!



One often-overlooked area of this park is behind the bench, just on the other side of the railings where you removed the first jammer. There's a hole in the wall [3], which leads to a pile of trash and a small shed. Place C4 on the trash so it explodes, revealing a small chamber where you can gather your ultimate backpack and an upgrade!

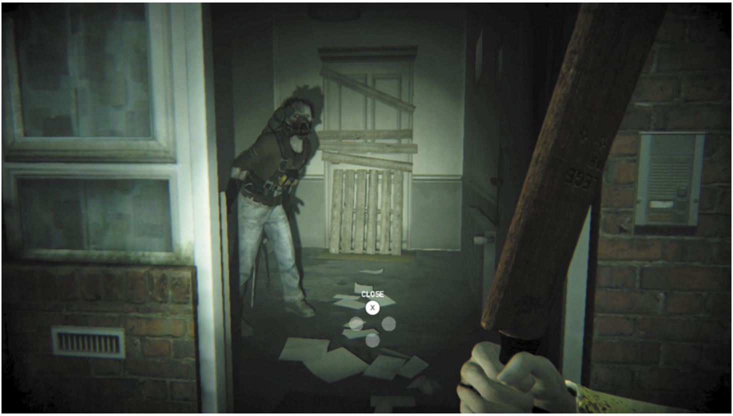
BACKPACK XXL



UPGRADE // SPREAD

Gear // Backpack XXL

This upgrades your BOB. Up to 16 items can be stored and carried.

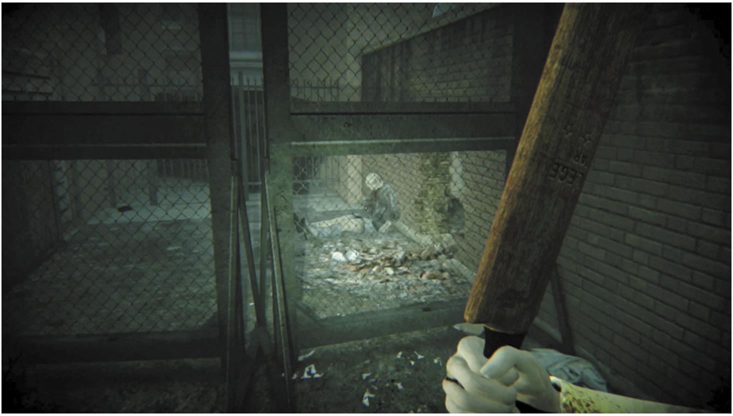


Head into the backyards of the terraced houses, paying particular attention to the door into the first house. An Explosive Hunter lies in wait here [4]. Open the door, and then defeat him using one of the following techniques:

- Retreat to the park's entrance, and blast the foe from range.
- Retreat to the park's entrance. Move into the park, staying along the left side where the railing is, and head to the opposite side, doubling back if you need to. Coax the Hunter through the middle of the park until it hits a mine or you

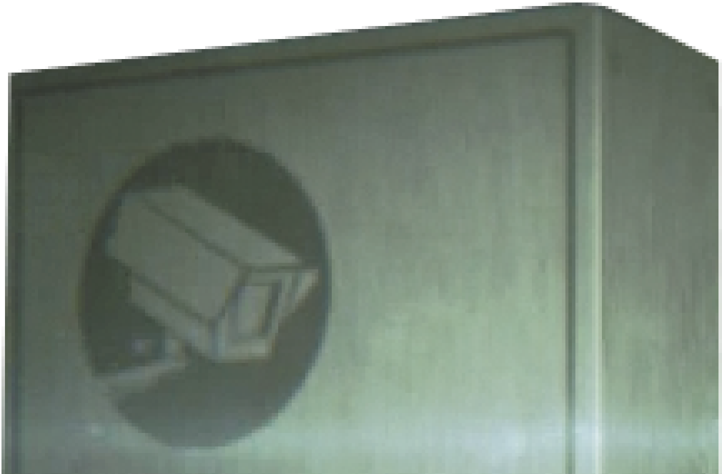
blast it yourself.

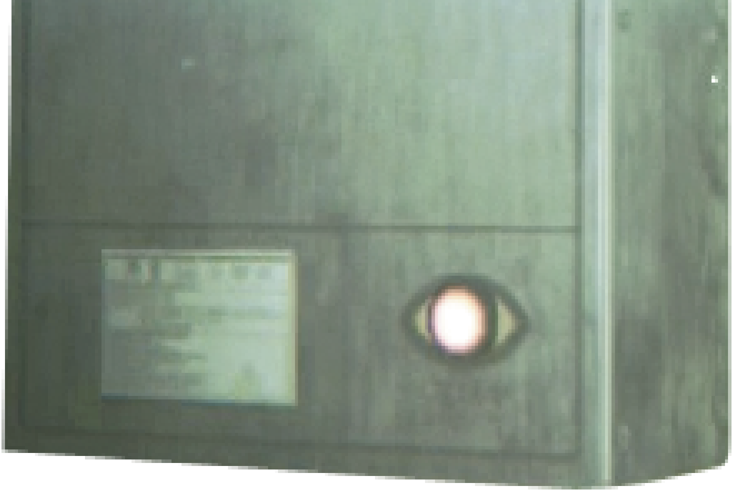
- Or enter the shed, head through the backyards, and leave the confused Explosive Hunter wondering where you are. Just watch for him when you return here, or attack him from a distance.



Return to the backyards, leap over the low walls, and head through the shed. There's a few minor items that might appear, but of more interest is the locked gate at the far end [5], which requires a keycard to open. Return here later. Look through the (impenetrable) barricade to your left. A slumped corpse lies near a radar jammer. Shoot the jammer through the chain-link to destroy it. Then scan the CCTV Junction Box behind the keycard gate obtain the Smart Map.

CCTV // JUNCTION BOX



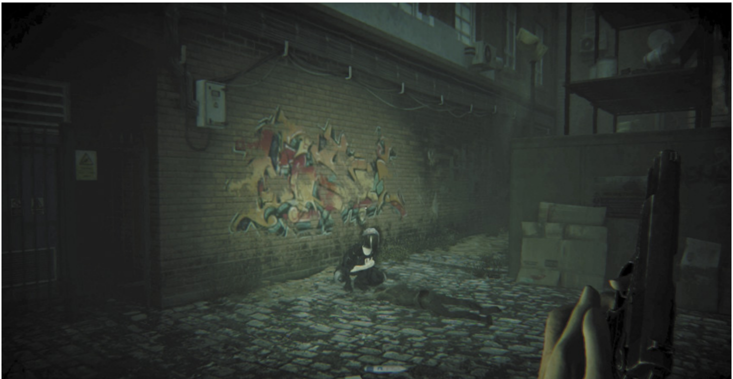


Note

There's a weird sign on one of the walls in the backyards. Ignore this for now.

Tip

Your Smart Map reveals the location of every remaining mine in the park. You can now move across this grass in relative safety and coax additional foes if they appear. Check the corpses of the foes that stood on mines to gather more items before you continue.



With all threats abated, move to the passage between the park and the maze of alleys between the tall tenement buildings in this part of town. Next to the connecting passage is a locked gate. You can:

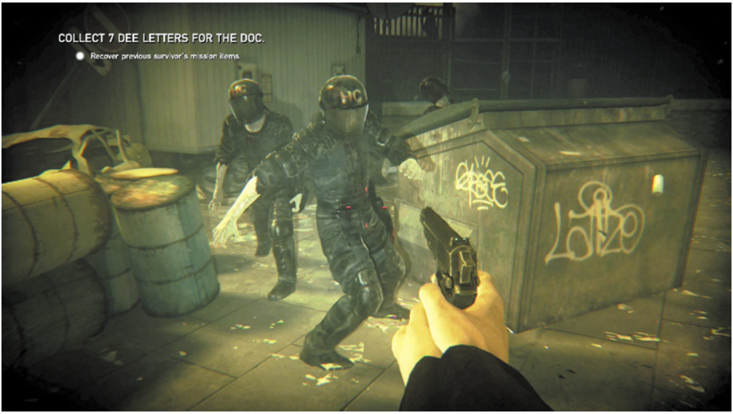
- Head through the passage, stumbling on two foes devouring a corpse in the cobblestone hell beyond. Back up and begin to fight them. Retreat and coax them over mines if you need to or don't want to waste ammunition.
- Or, unlock the gate, climb the ladder, and ignore the second gate at the top that you can't access yet (it is barred). Instead, head around the corner to the right, to a vantage point: a concrete deck looking over the two foes devouring a corpse [6]. From here you can grab an upgrade, then coat both in fire with a Molotov or blast them with longer-ranged weapons. Drop down (without injuring yourself!) and begin to explore the alley.

UPGRADE // FIRING SPEED UPGRADE

Shoreditch Slaughter

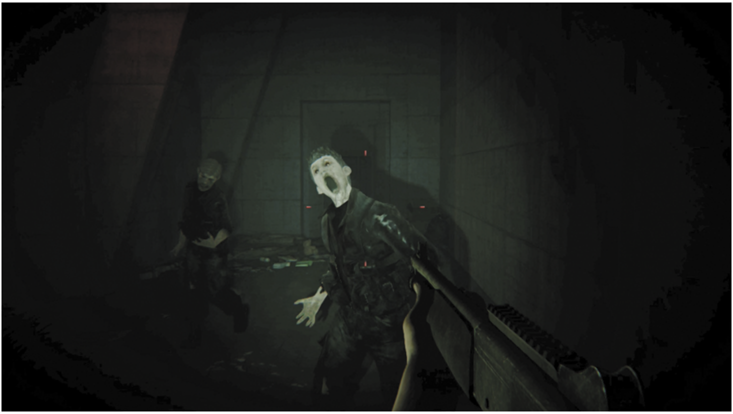
New Location // Spitalfields Green (Shoreditch Petrol Station)

Incoming Infected



COLLECT 7 DEE LETTERS FOR THE DOC.

○ Recover previous survivor's mission items



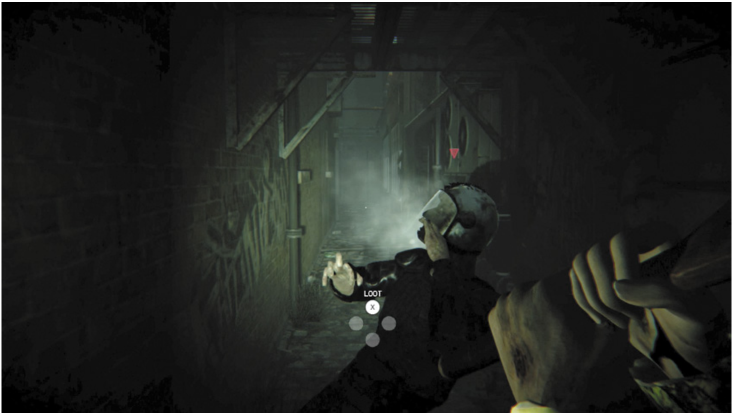
Spitalfields Green (Petrol Station Alleys): Armored Guard, Hunter (2)

COLLECT 7 DEE LETTERS FOR THE DOC.

○ Recover previous survivor's mission items

INTRODUCTION
Escape from the Infected

Spitalfields Green (Shoreditch Road): Armored Guard, Explosive Hunter, Hunter, Blighters, Spitter (12+)



Continue down the alley, pausing at the steam escaping from a pipe as a window smashes and an Infected falls onto the alley nearby. An Armored Guard rises up too. Retreat and remove both threats before continuing [7]. You can even coax them back along the alley and onto a mine you've laid. Don't stand on it!

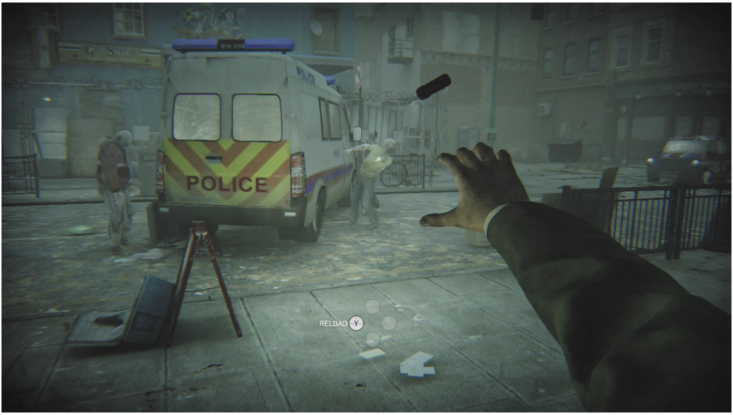
At the alley's far end is a locked gate, forcing you to turn left. Ahead is the main Shoreditch street with several foes milling about. Don't head there yet [8]. Instead, check the nearby side alley bins for items, and locate another gate; watch for a foe just around the corner (close to a second entrance onto the main street). You're about to assault an Infected-filled road. Here are some plans to think about attempting:

PLAN 1: RUN AND GUN

Effectiveness:	💀☠☠☠☠

No projectiles? Then you need to run to the street's far right side, then all the way to the left. Pick off foes, starting with the Spitter, while continuously dodging. Retreat back into the alleys when you're about to be swarmed. You need to be extremely quick when unlocking the petrol station gate if foes are pursuing you. For this reason, tacticians frown upon such a plan.

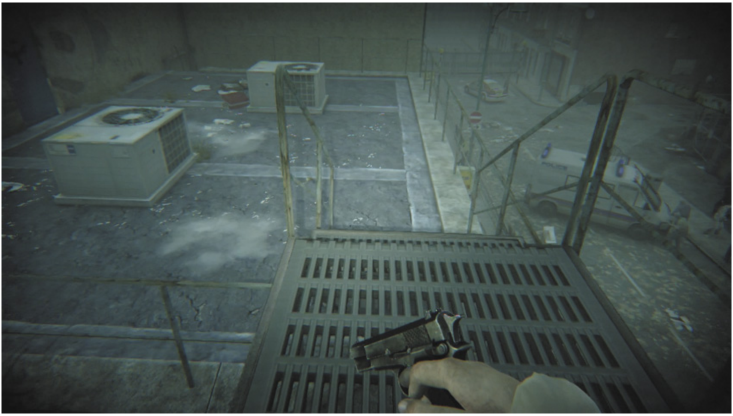
PLAN 2: LOB AND BOB



Effectiveness:	●●●○○

Try dashing into the streets, forcing the Infected to turn and track you. Don't move too far from the enemies, as they sometimes turn away and ignore you. When you have a sizable crowd pursuing you, lob a flare so all of them gather, and finish as many as you can with a grenade or Molotov cocktail.

PLAN 3: UP ON THE ROOF

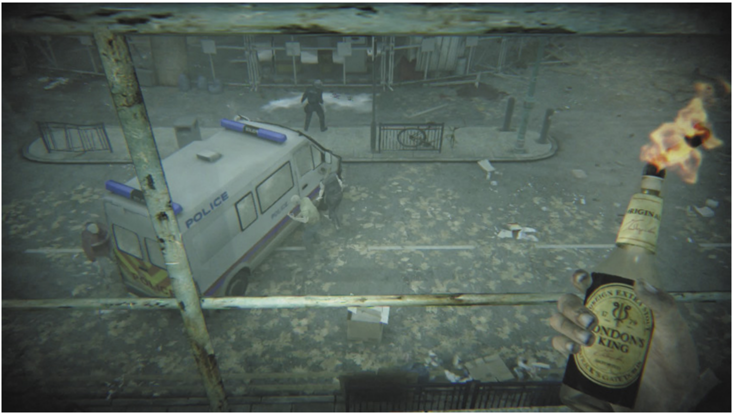


Effectiveness:	●●●●○

Sneak along the alleyways toward the gate down the side alley. Use your lockpicking tool to open it, then shut it behind you and climb the adjacent ladder to a small metal walkway and keypad door (see “Optional Extras” for details on opening that). Climb the second ladder, working your way around the rooftops and down a few metal steps to the lower roof with two AC units [9]. Search the area for items, then open the Ravens Nest with a workbench and save bed.

When you’re rested, return outside (your enemies shouldn’t be actively searching for you), and look for another ladder down to the middle alley. From this point, make no sound at all. Step out of the alley, turning left and staying on the pavement, heading toward the building with the small red “Future” sign on it. Then head around the police car and the burned-out car, and access the locked gate to the garage. If your foes spot you at any time, revert to Plan 2.

PLAN 4: DEATH FROM ABOVE



Effectiveness:	●●●●●

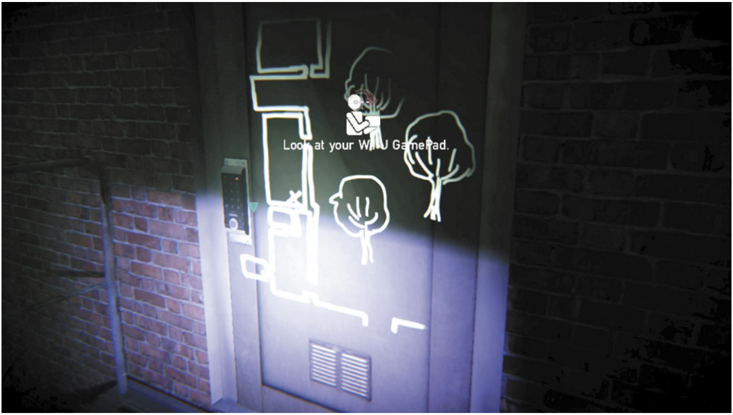
Sneaking around from the Infected horde in the street is admirable, but you risk being spotted once you exit Vikram’s petrol station. So stay on the roof, and use long-range weaponry (or projectiles from Plan 2) from the safety of this vantage point. Head down the ladder to the middle alley once the coast is clear.

Tip

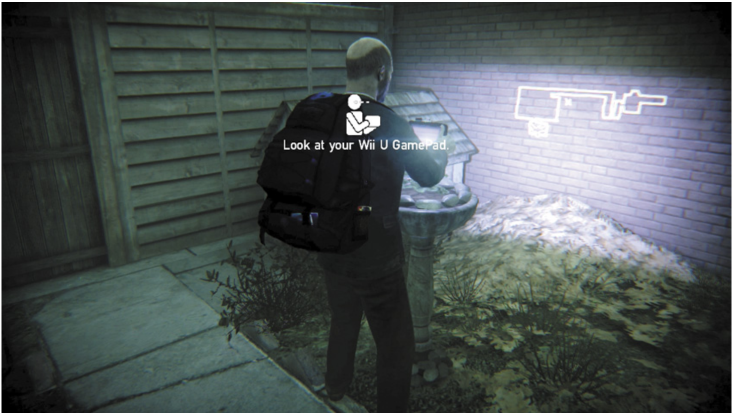
If you can, go across the street to the far alleyway near the building with the small red “Future” sign on it, climb the ladder, and remove the bar from the gate. This enables fast access to and from the park area. Do this before entering the petrol station.

Optional Extras: Locked Doors and More

Make sure you've found the following additional areas during your reconnoiter:



Key Pad Door: Make a black light scan of this door. A scrawled map of Quaker Park, showing three trees and the backyards, appears. Retrace your steps.

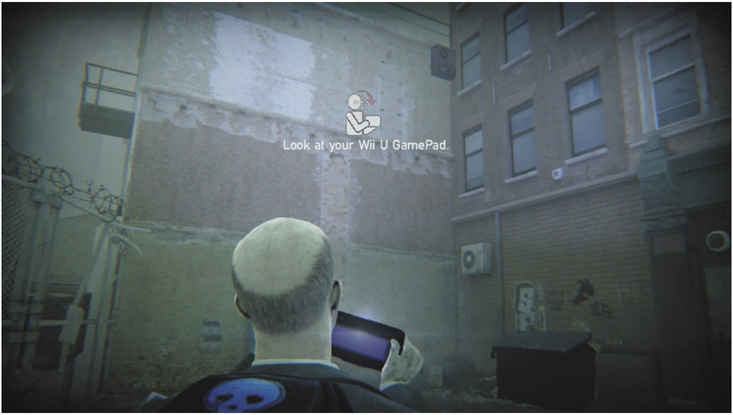


Back at the park, locate the backyard with the kennel, and make another black light sweep. A second, rudimentary map appears. This one shows an "X" on an area of map you can compare to your Smart Map. It's the walkway near the Ravens Nest.

Look at your Wii U GamePad.

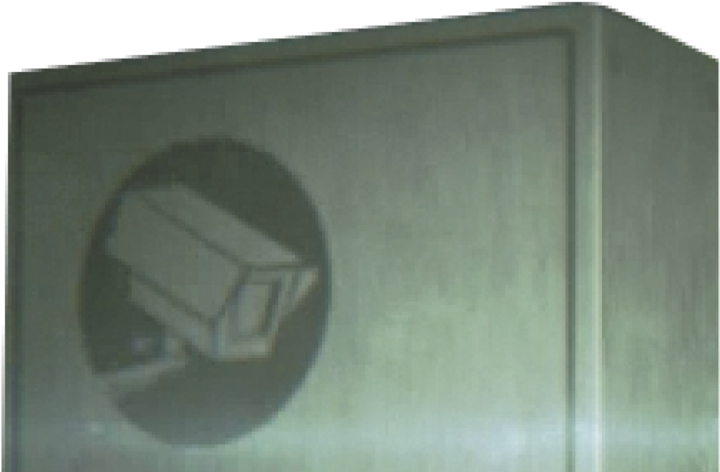
Return to the rooftops overlooking the main street, and stand on the low roof where the Ravens Nest is. Scan the code daubed on the brick wall of the adjacent building, half shrouded in plastic tarp: This reveals the code. Input the code on the door to reach a sealed room with a few choice items, including a Firepower Upgrade.

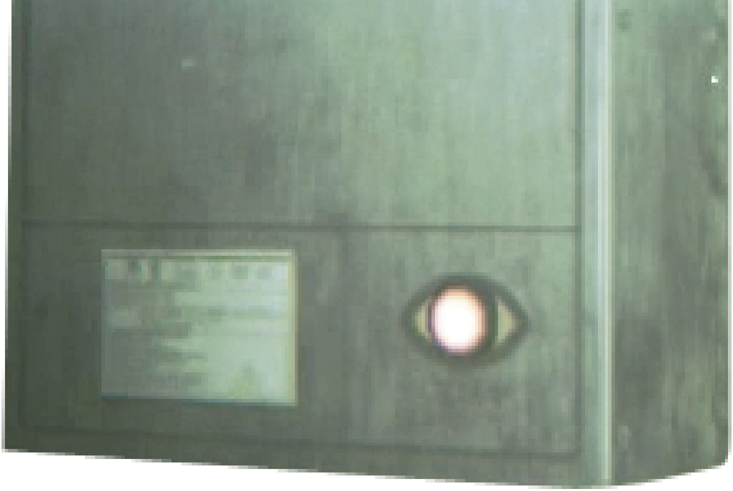
UPGRADE // FIREPOWER

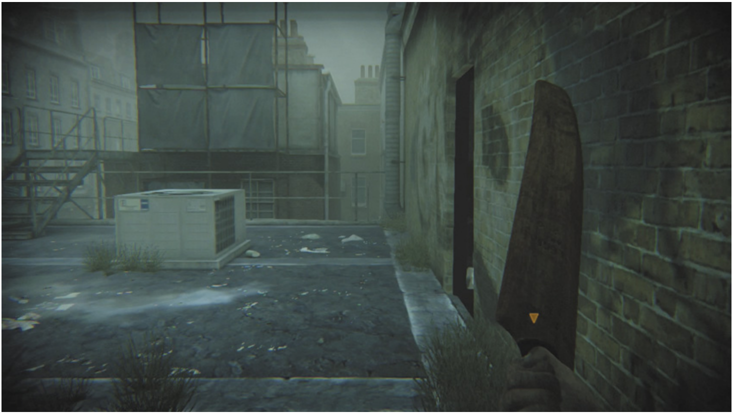


CCTV Junction Box: After the threat has subsided, or if you're standing on the metal walkway above the main street, scan the CCTV Junction Box across from you, on the high building wall to the right of the petrol station. Your Smart Map is now accessible.

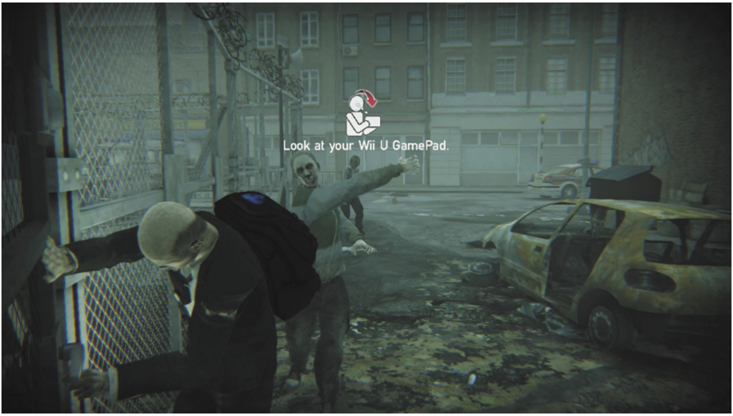
- CCTV // JUNCTION BOX



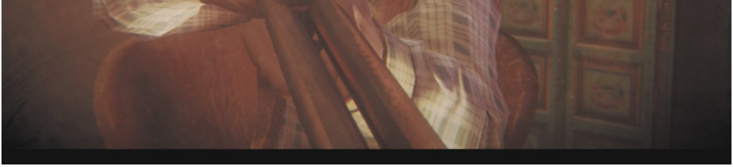




Shelter: If you fancy a brief respite, be sure to climb atop the walkway to the low rooftop overlooking the street, search for the Ravens' sign, and enter the small room with the workbench and save bedding.



Once you've executed one (or more) of the previous plans, head to the locked gate [10] and pry it open with your lockpicking tool. Enter the station forecourt, and enter the door next to the sign marked "Sorry, No Gas."



Vikram [11] sits at the bottom of the stairs, with a shotgun on his lap. He beckons you in, then begins a strange conversation. His small son appears at the top of the stairs, asking for help. He looks at you with a thousand-yard stare. He needs antibiotics. Why? You're not sure, but you're left back in the street holding a key. The Prepper isn't happy about the forthcoming trade; he thinks finding the antibiotics is going to be trouble indeed.

ITEMS // KEY

5660X
6r46040

- Objective 3: Trade medicine for fuel (begins)

Return to the gate you unlocked in the side alley (near the ladder to the walkways and keypad door), and locate the nearby metal door. This is now accessible thanks to Vikram's key. Head down the steps, through a hole in the wall, past a sewer section, and through a metal exit door. If you chose Plan 3, and Infected are still prowling the main street, retrace your steps exactly so you aren't spotted.

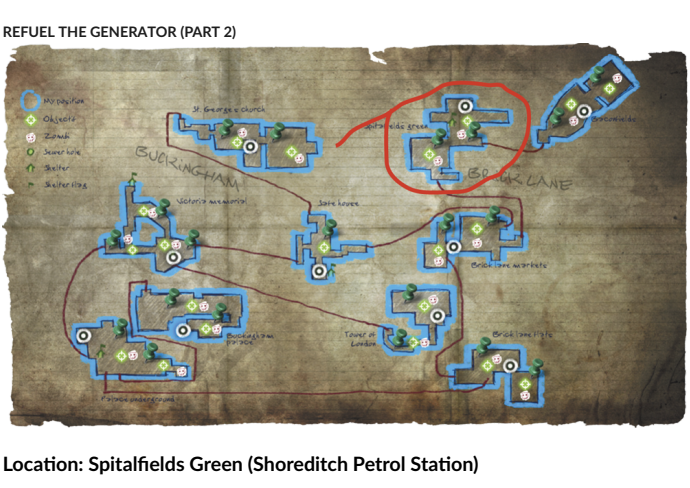
Note

You can complete Objective #3 only after you have a specific type of antibiotics. These are found during Mission 12: Find Medicine for Vikram. You must complete that before you can access the second part of this mission.

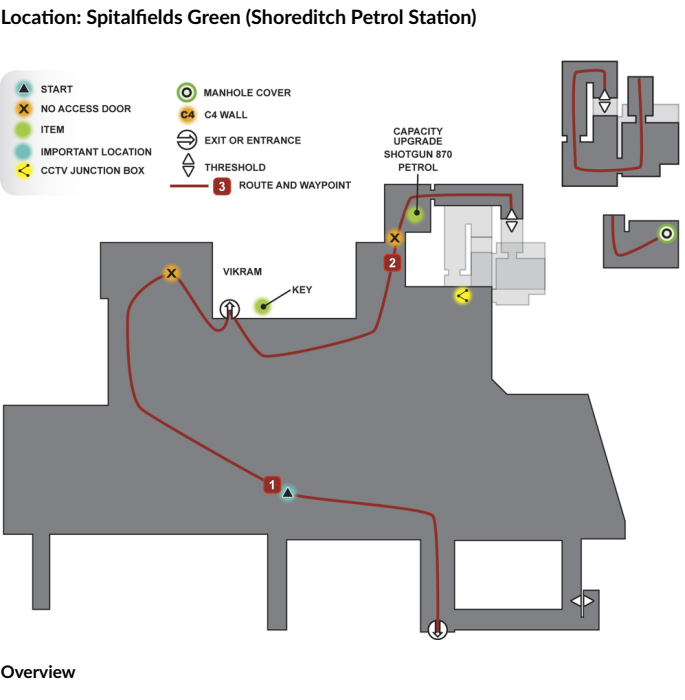
- Mission 08 (Objective #5) Completed: Maximum Survivor Score: +200
- Mission 11A Completed: Maximum Survivor Score: +120

Mission 11B

REFUEL THE GENERATOR (PART 2)



Location: Spitalfields Green (Shoreditch Petrol Station)



Overview

There are times for sober reflection, and the price your new friends at the petrol station paid for their determination cannot be understated. But the gathering of your final Prepper Pad update and a shortcut back to a darkened Safe House results in a completed mission. But at what cost?

Objectives

- Objective 3: Trade medicine for fuel.
- Objective 4: Upgrade your Survival Pad.
- Objective 5: Use Scan-Hacker to reach fuel.
- Objective 6: Take fuel from petrol station.
- Objective 7: Refill generator.

Important Items

Prepper Pad Upgrade

Petrol

Model 870 Shotgun

Dee's Letters #5

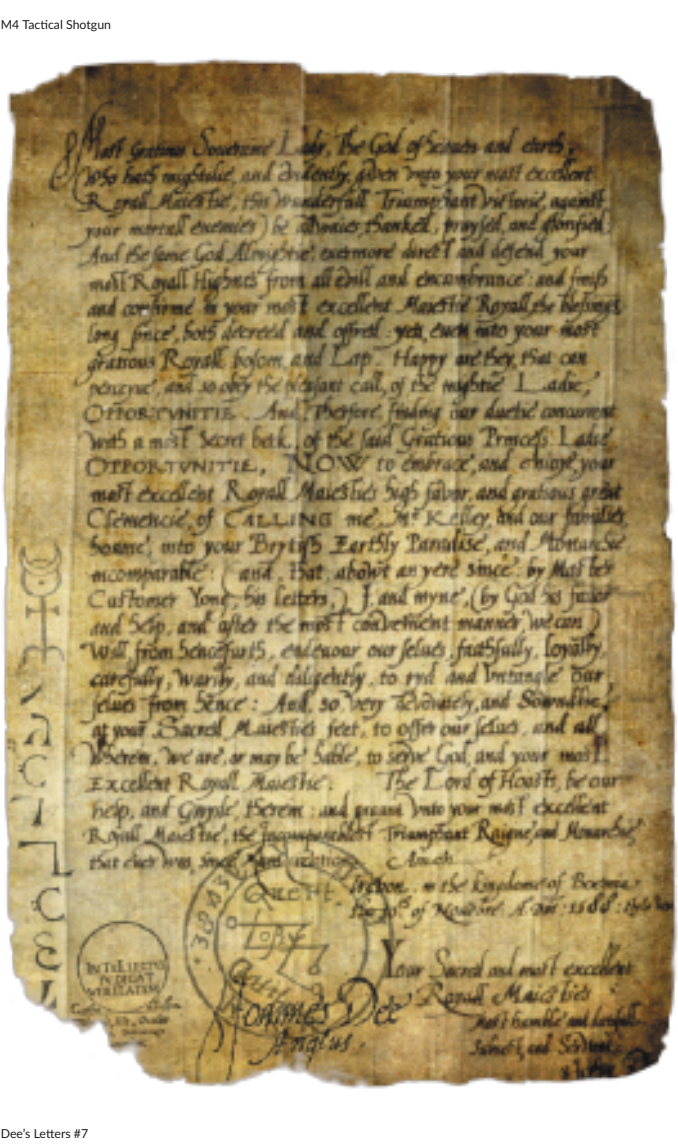
Upgrade: Capacity

Dee's Letters #6

Upgrade: Firing Speed

Upgrade: Spread

M4 Tactical Shotgun



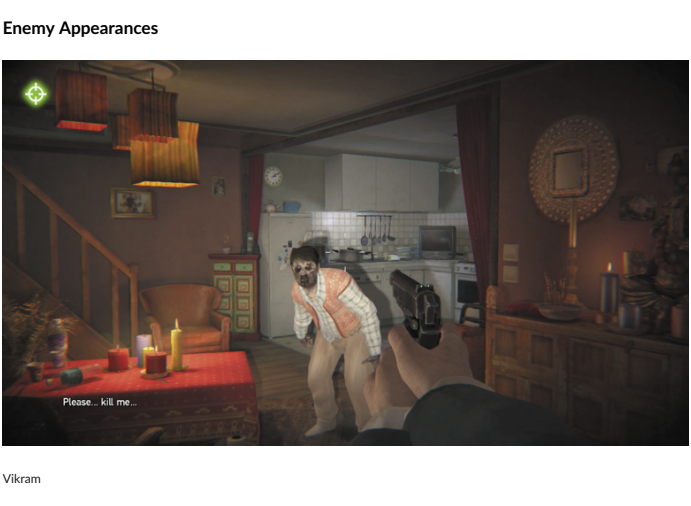
Dee's Letters #7

Upgrade: Capacity

Magnum Pistol

Upgrade: Firing Speed

Enemy Appearances



Vikram

Note

Mission 08: Collect 7 Dee Letters for the Doc is currently active. Various Objectives are available to complete during this mission and are flagged below, when they become accessible.

Note

This is the continuation of Mission 11: Refuel the Generator (Part 1). You must complete mission 12 before this half of Mission 11 is available.

A Nasty Business, and No Mistake

Objective 3: Trade medicine for fuel

Objective 4: Upgrade your Survival Pad

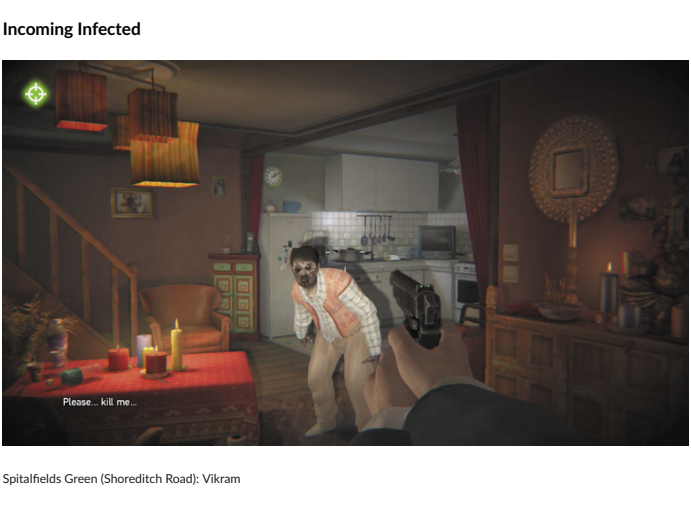
Objective 5: Use Scan-Hacker to reach fuel

Objective 6: Take fuel from petrol station

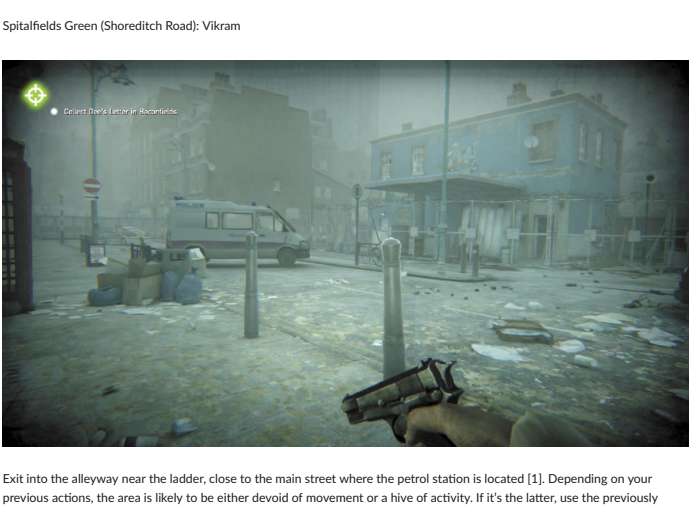
Objective 7: Refill Generator	
Danger Level:	●●○○○

- Objective Marker: Yes
- Survivor Score: 100, 80
- Special Instructions: None

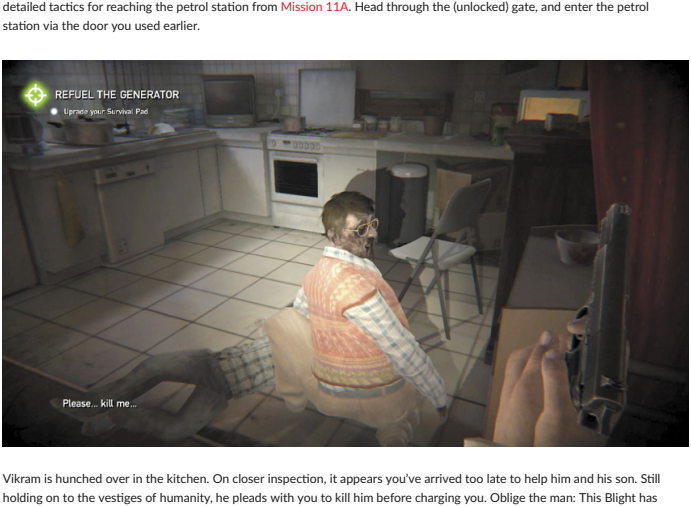
Incoming Infected



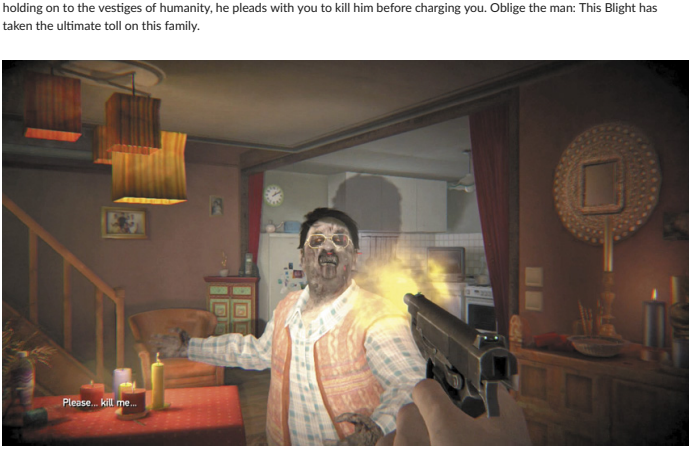
Spitalfields Green (Shoreditch Road): Vikram

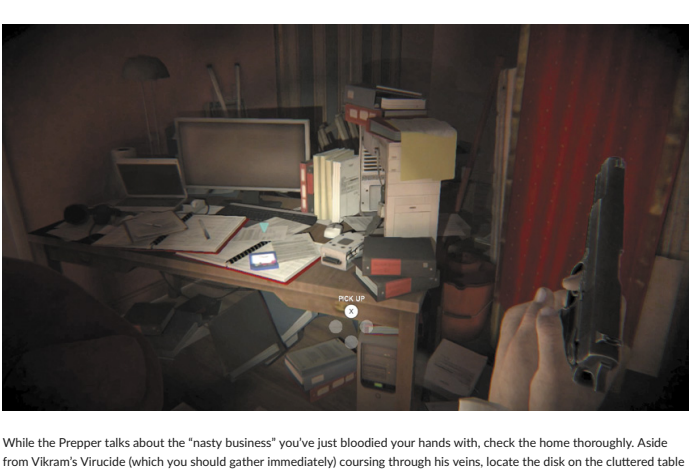


Exit into the alleyway near the ladder, close to the main street where the petrol station is located [1]. Depending on your previous actions, the area is likely to be either devoid of movement or a hive of activity. If it's the latter, use the previously detailed tactics for reaching the petrol station from Mission 11A. Head through the (unlocked) gate, and enter the petrol station via the door you used earlier.



Vikram is hunched over in the kitchen. On closer inspection, it appears you've arrived too late to help him and his son. Still holding on to the vestiges of humanity, he pleads with you to kill him before charging you. Oblige the man: This Blight has taken the ultimate toll on this family.

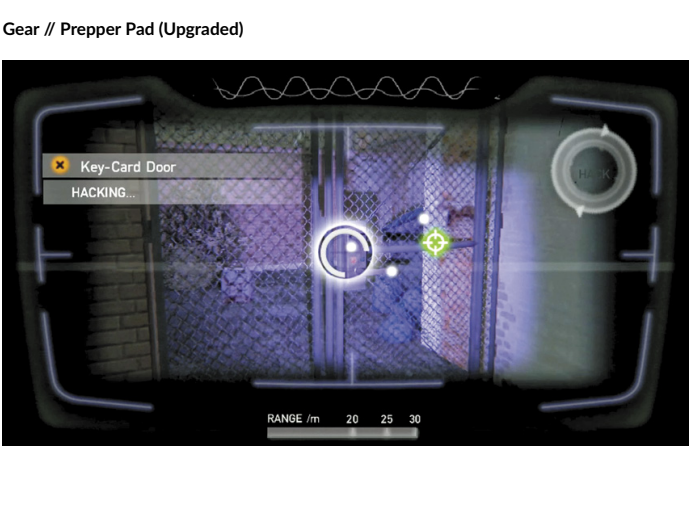




While the Prepper talks about the "nasty business" you've just bloodied your hands with, check the home thoroughly. Aside from Vikram's Virucide (which you should gather immediately) coursing through his veins, locate the disk on the cluttered table near the entrance. Slot this into your Prepper Pad and it upgrades one final time.

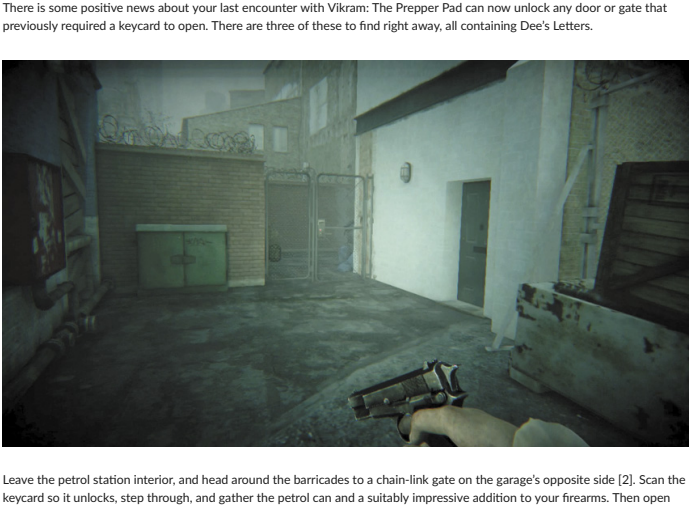
GEAR // PAD UPGRADE

Gear // Prepper Pad (Upgraded)



- Prepper Pad Level: 4
- Features: Scanner Upgrade #11: Door/System Hacking

There is some positive news about your last encounter with Vikram: The Prepper Pad can now unlock any door or gate that previously required a keycard to open. There are three of these to find right away, all containing Dee's Letters.



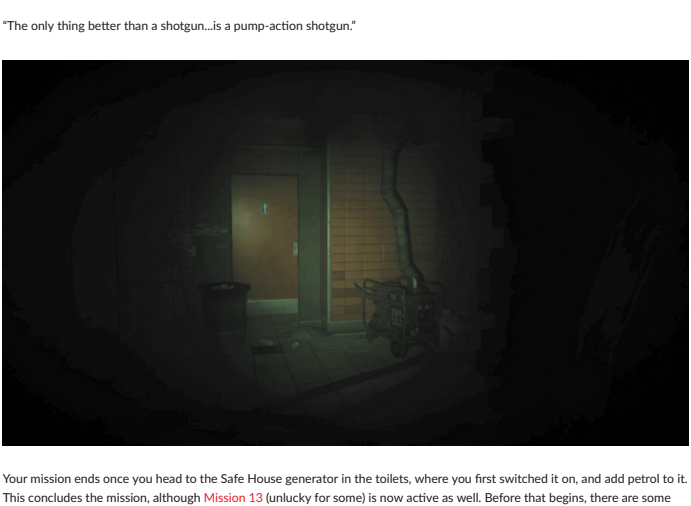
Leave the petrol station interior, and head around the barricades to a chain-link gate on the garage's opposite side [2]. Scan the keycard so it unlocks, step through, and gather the petrol can and a suitably impressive addition to your firearms. Then open the adjacent door with the "house" sign on it, head down and open up the manhole for this part of town, and return to the Safe House.

ITEM // PETROL

WEAPON // MODEL 870 SHOTGUN

Weapon // Model 870 Shotgun

"The only thing better than a shotgun...is a pump-action shotgun."



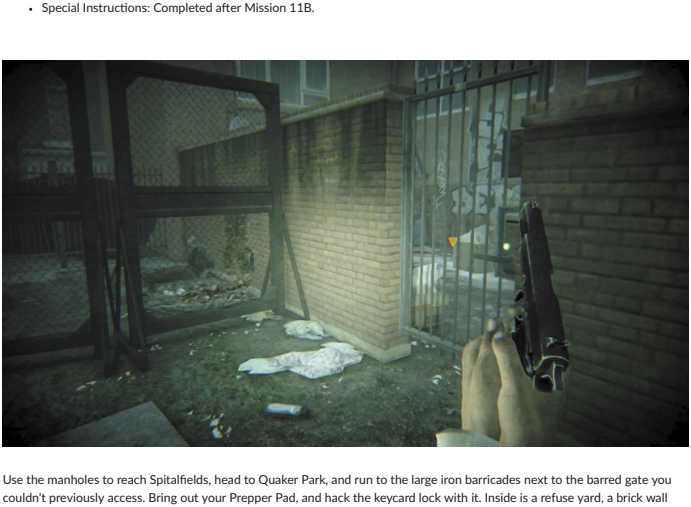
Your mission ends once you head to the Safe House generator in the toilets, where you first switched it on, and add petrol to it. This concludes the mission, although Mission 13 (unlucky for some) is now active as well. Before that begins, there are some optional (but recommended) locations where you can locate and take Dee's Letters.

Detour: On a Mission

MISSION 08: COLLECT 7 DEE LETTERS FOR THE DOC

Objective 6: Collect Dee's Letter in Spitalfields	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: Completed after Mission 11B.



Use the manholes to reach Spitalfields, head to Quaker Park, and run to the large iron barricades next to the barred gate you couldn't previously access. Bring out your Prepper Pad, and hack the keycard lock with it. Inside is a refuse yard, a brick wall with a hole to maneuver through, and a corpse holding Dee's Letters. Don't forget the Capacity Upgrade in the corner, too.

ITEM // DEE'S LETTERS #5

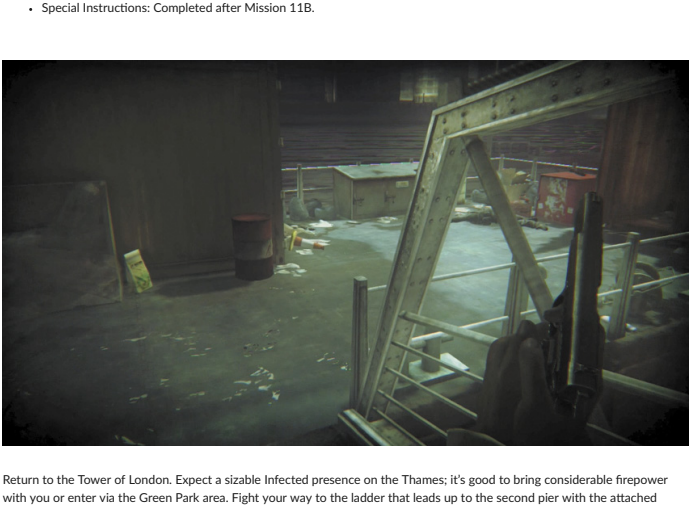
UPGRADE // CAPACITY UPGRADE

Detour: On a Mission

MISSION 08: COLLECT 7 DEE LETTERS FOR THE DOC

Objective 7: Collect Dee's Letter in Tower of London	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: Completed after Mission 11B.



Return to the Tower of London. Expect a sizable Infected presence on the Thames; it's good to bring considerable firepower with you or enter via the Green Park area. Fight your way to the ladder that leads up to the second pier with the attached drawbridge. Bring out your Prepper Pad to hack the keycard lock with it. Head down the gangplank to a small tugboat with a dead military person sprawled across the deck. He's carrying the Dee Letters you need. Then search the boat thoroughly; there's a new shotgun, a Spread Upgrade, and possibly an Enraged Zombie carrying another upgrade.

ITEM // DEE'S LETTERS #6

UPGRADE // FIRING SPEED UPGRADE

UPGRADE // SPREAD UPGRADE

WEAPON // M4 TACTICAL SHOTGUN

Weapon // M4 Tactical Shotgun

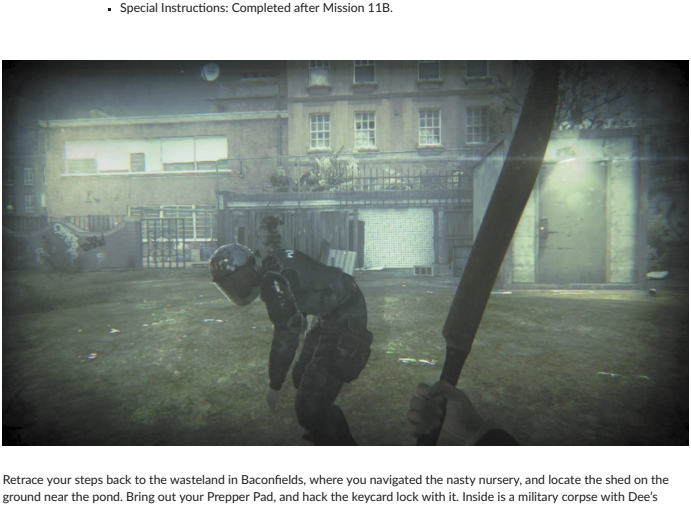
"Gotta love that pump action! Lighter, faster, cleaner than your average shotgun."

Detour: On a Mission

MISSION 08: COLLECT 7 DEE LETTERS FOR THE DOC

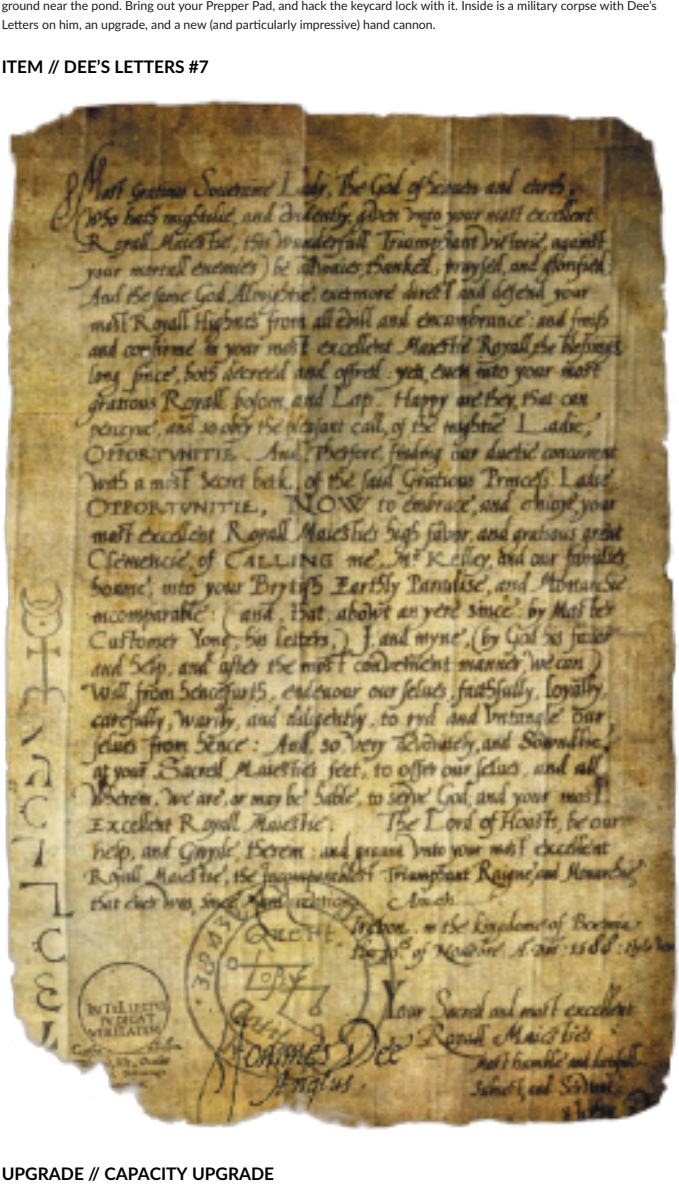
Objective 8: Collect Dee's Letter in Baconfields	
Danger Level:	●●●●○

- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: Completed after Mission 11B.



Retrace your steps back to the wasteland in Baconfields, where you navigated the nasty nursery, and locate the shed on the ground near the pond. Bring out your Prepper Pad, and hack the keycard lock with it. Inside is a military corpse with Dee's Letters on him, an upgrade, and a new (and particularly impressive) hand cannon.

ITEM // DEE'S LETTERS #7



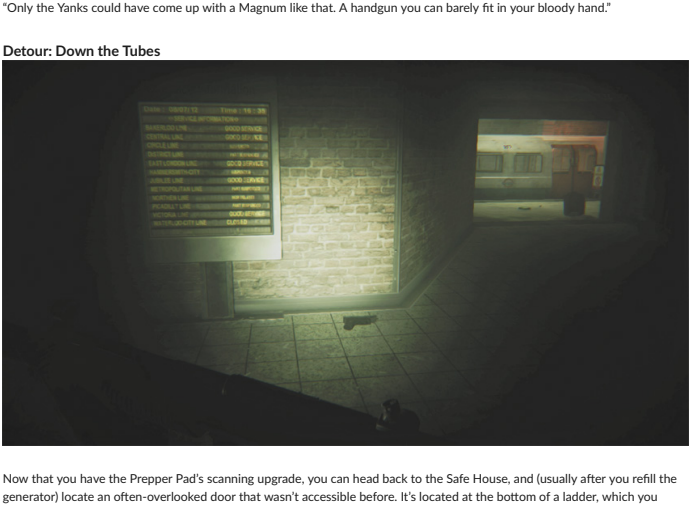
UPGRADE // CAPACITY UPGRADE

WEAPON // MAGNUM PISTOL

Weapon // Magnum Pistol

"Only the Yanks could have come up with a Magnum like that. A handgun you can barely fit in your bloody hand."

Detour: Down the Tubes



Now that you have the Prepper Pad's scanning upgrade, you can head back to the Safe House, and (usually after you refill the generator) locate an often-overlooked door that wasn't accessible before. It's located at the bottom of a ladder, which you access from the left balcony on the upper mezzanine or via the short duct in the small storage room at the top of the stairs that lead down to the tube train. Scan and hack the locked door, and head down to an empty platform section where you can inspect the rest of the tube train. But the main reason for this detour is the Firing Speed Upgrade near the electronic message screen at the bottom of the steps.

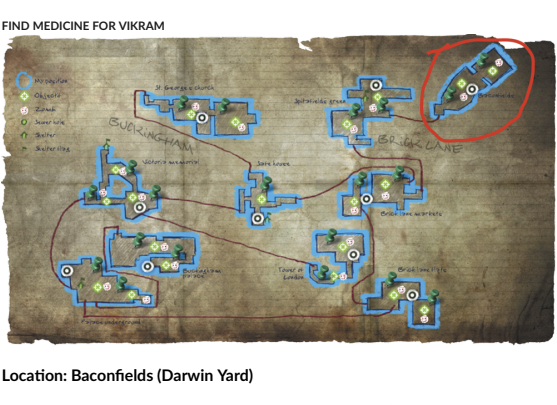
UPGRADE // FIRING SPEED UPGRADE

- Mission 08 (Objective #6) Completed: Maximum Survivor Score: +200
- Mission 08 (Objective #7) Completed: Maximum Survivor Score: +200
- Mission 08 (Objective #8) Completed: Maximum Survivor Score: +200
- Mission 11B Completed: Maximum Survivor Score: +180

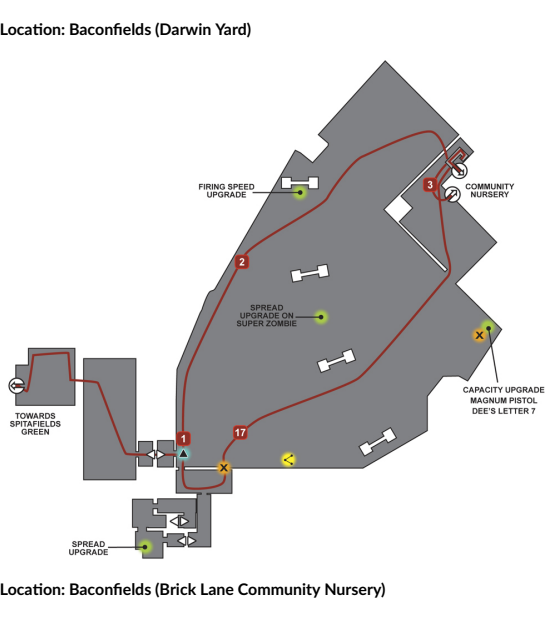
Missions

Mission 12

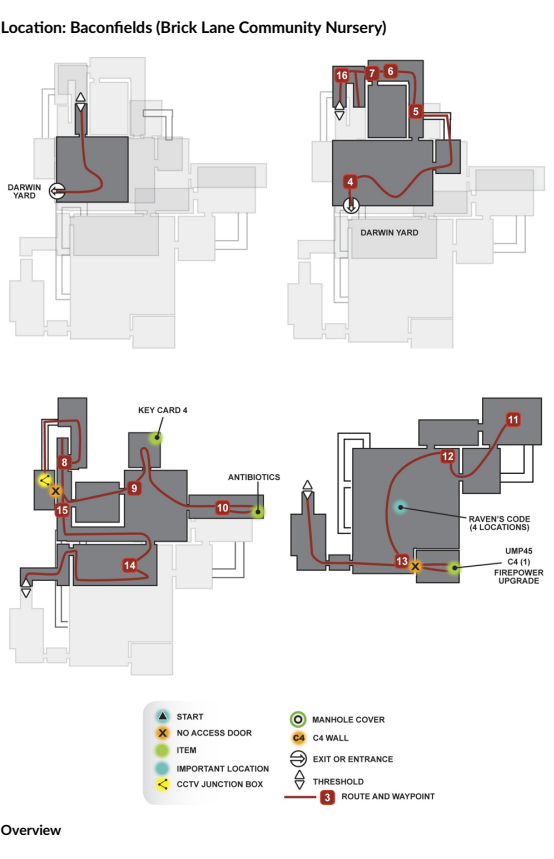
FIND MEDICINE FOR VIKRAM



Location: Baconfields (Darwin Yard)


FIRING SPEED UPGRADE
3
COMMUNITY NURSERY
2
SPREAD UPGRADE ON SUPER ZOMBIE
CAPACITY UPGRADE MAGNUM PISTOL DEE'S LETTER 7
TOWARDS SPITAFIELDS GREEN
1
17
SPREAD UPGRADE

Location: Baconfields (Brick Lane Community Nursery)



Overview

The Prepper's sarcasm may be biting, but it's the mouths of the lolling corpses staggering around the forthcoming scrubland that you really need to watch for. After some scrambling, you enter the local nursery. None have been spared in this doomed community center, the bright colors and echoing music-box chimes juxtaposing horrifically with the blood and bile. The nursery also gets more terrifying the deeper you explore. After checking some loose floorboards, you enter a petrifying basement where the next evolution of blighted monstrosities await! If you somehow manage to flee back into the yard, the Prepper takes his sweet time opening the exit door for you.

Objectives

- Objective 1: Open access to Baconfields.
- Objective 2: Reach the community nursery.
- Objective 3: Find medicine.
- Objective 4: Escape the community nursery.

Important Items

Upgrade: Spread

Upgrade: Firing Speed

Keycard

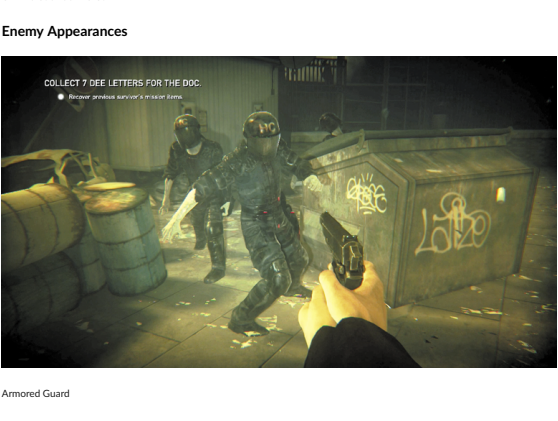
Antibiotics

C4 (1)

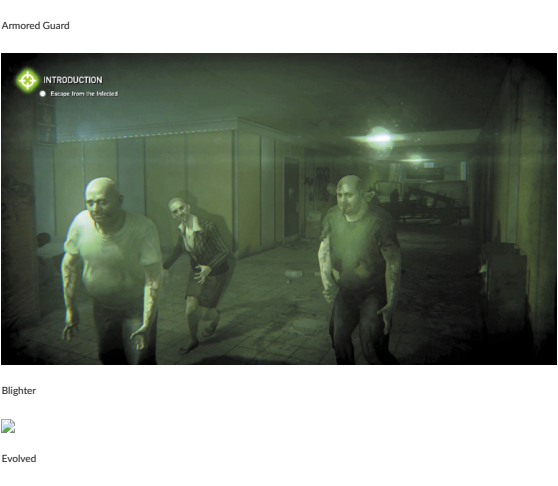
Upgrade: Firepower

UMP45 Submachine Gun

Enemy Appearances

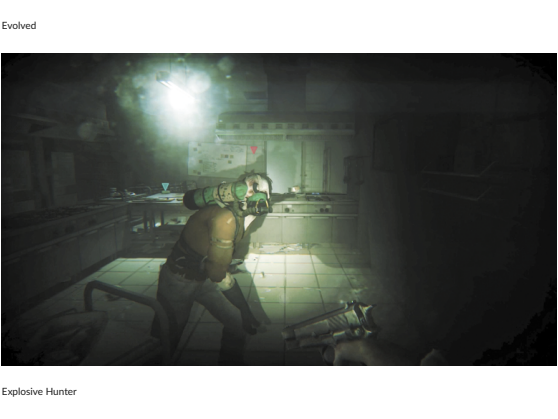


Armored Guard

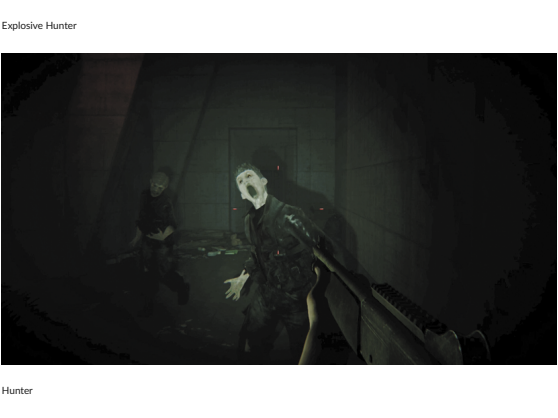


Blighter

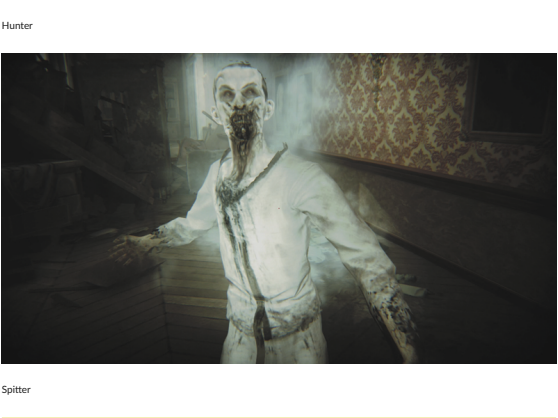
Evolved



Explosive Hunter



Hunter



Spitter

Note

Mission 08: Collect 7 Dee Letters for the Doc is currently active. Mission 08, Objective 8 is available to complete during this mission and is flagged below when it becomes accessible.

Note

Mission 11: Refuel the Generator is also currently active. However, you must complete Mission 12 before the second half of Mission 11 is available.

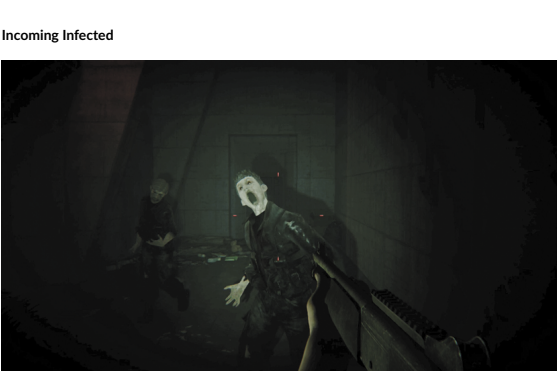
Scrubland Savagery

New Location // Baconfields (Darwin Yard)

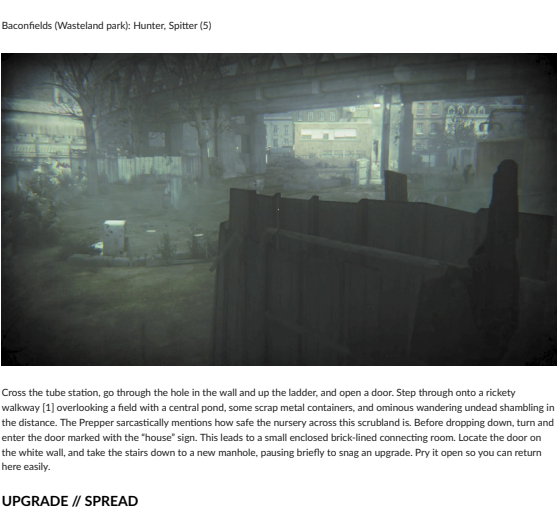
Objective 1: Open access to Baconfields	
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 50, 50
- Special Instructions: None

Incoming Infected



Baconfields (Wasteland park): Hunter, Spitter (5)

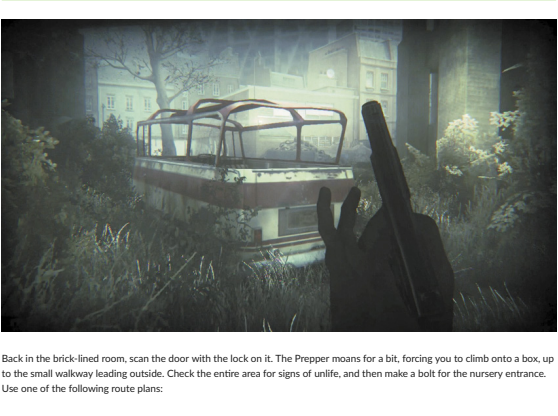


Cross the tube station, go through the hole in the wall and up the ladder, and open a door. Step through onto a rickety walkway [1] overlooking a field with a central pond, some scrap metal containers, and ominous wandering undead shambling in the distance. The Prepper sarcastically mentions how safe the nursery across this scrubland is. Before dropping down, turn and enter the door marked with the "house" sign. This leads to a small enclosed brick-lined connecting room. Locate the door on the white wall, and take the stairs down to a new manhole, pausing briefly to snag an upgrade. Pry it open so you can return here easily.

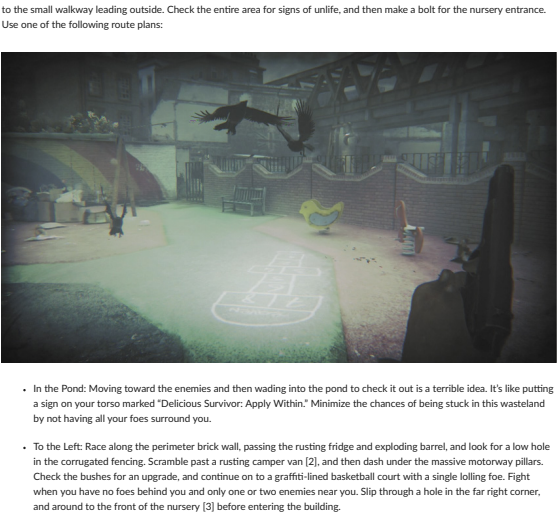
UPGRADE // SPREAD

Tip

Head back to the Safe House. Replenish your items (you'll need offensive weapons for both long-range and enclosed combat) and return here. You're also about to head across a reasonably well-lit wasteland area. While you're outside, it isn't necessary to have your flashlight on, especially as it attracts the Infected.



Back in the brick-lined room, scan the door with the lock on it. The Prepper moans for a bit, forcing you to climb onto a box, up to the small walkway leading outside. Check the entire area for signs of unlife, and then make a bolt for the nursery entrance. Use one of the following route plans:



- In the Pond: Moving toward the enemies and then wading into the pond to check it out is a terrible idea. It's like putting a sign on your torso marked "Delicious Survivor: Apply Within." Minimize the chances of being stuck in this wasteland by not having all your foes surround you.
- To the Left: Race along the perimeter brick wall, passing the rusting fridge and exploding barrel, and look for a low hole in the corrugated fencing. Scramble past a rusting camper van [2], and then dash under the massive motorway pillars. Check the bushes for an upgrade, and continue on to a graffiti-lined basketball court with a single lolling foe. Fight when you have no foes behind you and only one or two enemies near you. Slip through a hole in the far right corner, and around to the front of the nursery [3] before entering the building.
- To the Right: Head across the grass, dodging any spittle from the Spitter and optionally shoving any foes that are close to the pond into the muddy water. Pass a small, locked shed, dodging any foes, and go through the open gate into the nursery play area. Move to the front of the nursery before entering the building.
- Aggression Over Defense: As long as the enemy doesn't get too out of hand (as further foes are likely to appear), you're able to blast nearby enemies or at least knock them sideways or down so you can move away from them. Use the scattered rusting debris to hide behind, especially when facing a Spitter. Also try to scan the CCTV Junction Box on the same wall as the electronically locked door (near the entrance) so you can see the full map on your Pad.

CCTV // JUNCTION BOX

UPGRADE // FIRING SPEED

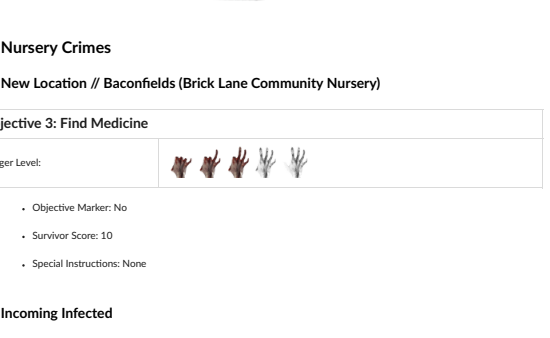
Nursery Crimes

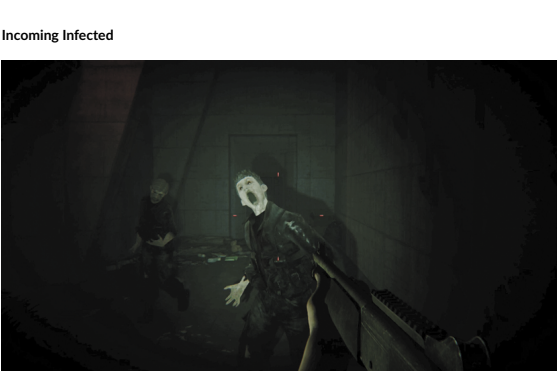
New Location // Baconfields (Brick Lane Community Nursery)

Objective 3: Find Medicine	
Danger Level:	●●●○○

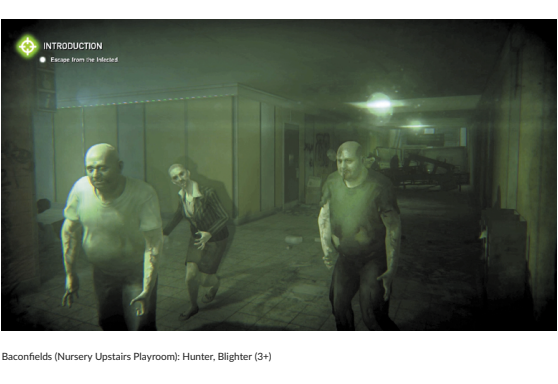
- Objective Marker: No
- Survivor Score: 10
- Special Instructions: None

Incoming Infected

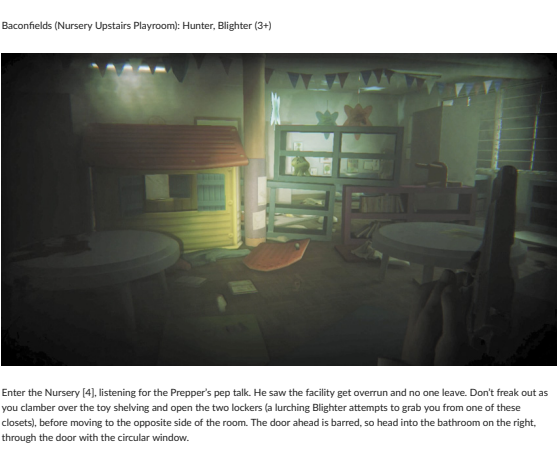




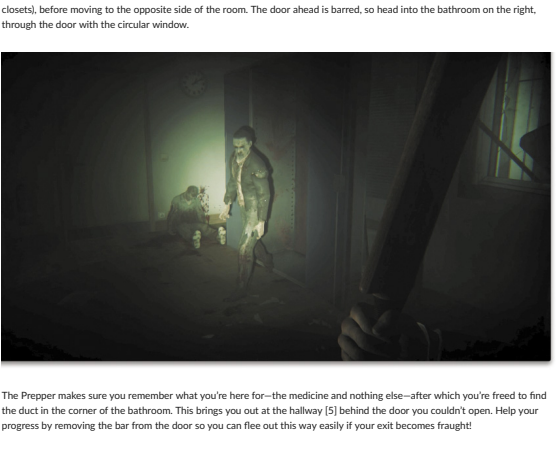
Baconfields (Nursery Upstairs Playroom): Hunter, Blighter (3+)

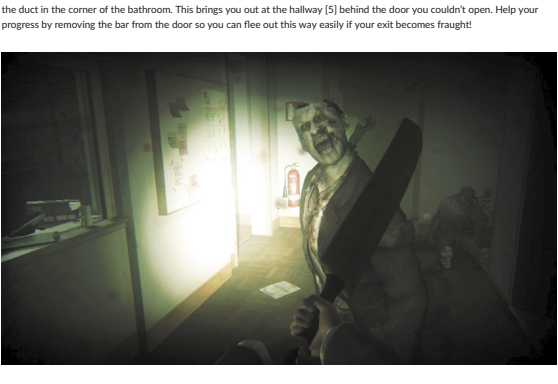


Enter the Nursery [4], listening for the Prepper's pep talk. He saw the facility get overrun and no one leave. Don't freak out as you clamber over the toy shelving and open the two lockers (a lurching Blighter attempts to grab you from one of these closets), before moving to the opposite side of the room. The door ahead is barred, so head into the bathroom on the right, through the door with the circular window.

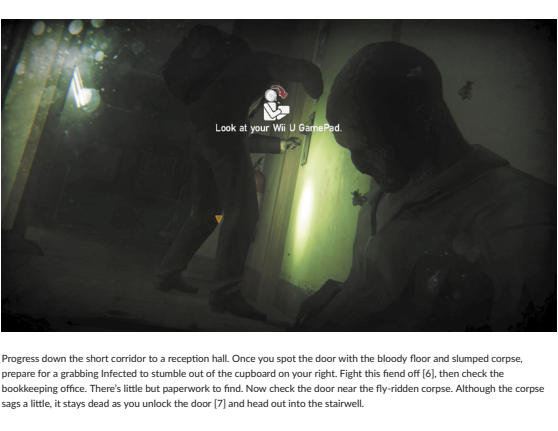


The Prepper makes sure you remember what you're here for—the medicine and nothing else—after which you're freed to find the duct in the corner of the bathroom. This brings you out at the hallway [5] behind the door you couldn't open. Help your progress by removing the bar from the door so you can flee out this way easily if your exit becomes fraught!

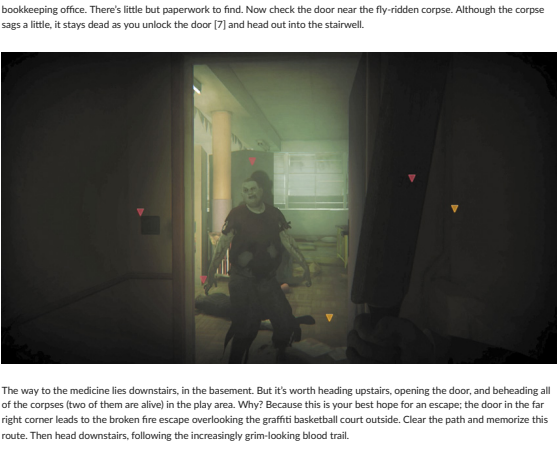




Progress down the short corridor to a reception hall. Once you spot the door with the bloody floor and slumped corpse, prepare for a grabbing Infected to stumble out of the cupboard on your right. Fight this fiend off [6], then check the bookkeeping office. There's little but paperwork to find. Now check the door near the fly-ridden corpse. Although the corpse sags a little, it stays dead as you unlock the door [7] and head out into the stairwell.

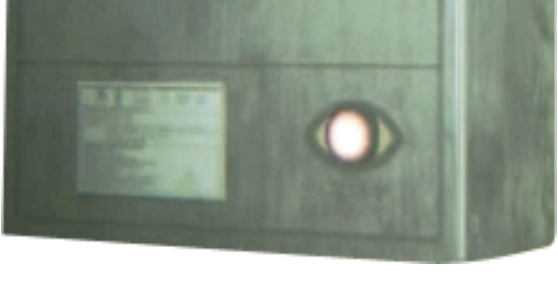


The way to the medicine lies downstairs, in the basement. But it's worth heading upstairs, opening the door, and beheading all of the corpses (two of them are alive) in the play area. Why? Because this is your best hope for an escape; the door in the far right corner leads to the broken fire escape overlooking the graffiti basketball court outside. Clear the path and memorize this route. Then head downstairs, following the increasingly grim-looking blood trail.



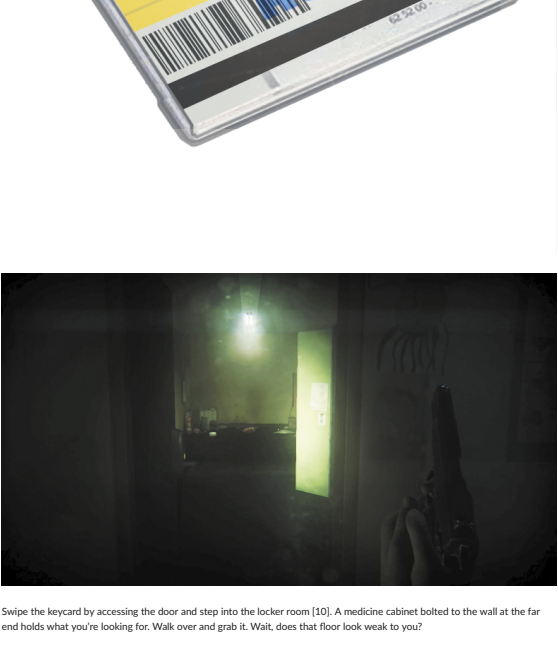
An Armored Guard meets you at the bottom of the stairs [8]. Retaliate (but stay around the stairwell) and finish this foe before checking for a duct under the stairs. Crawl inside and around to a side room with a barred door and a CCTV Junction Box. Hack the box and remove the bar. The basement is becoming increasingly frightening. Now in the narrow corridor, check the restroom to your left or move around the corridor to the left; both allow access to a recreation room.

CCTV // JUNCTION BOX



What was THAT?! Something ethereal, sparkling with energy, runs across the break room and dissipates, causing the lights to flicker off and on. Scan the room amid the strange whispering. One of the doors requires a keycard, which you can find in the adjoining room off the recreation room [9].

ITEM // KEY CARD



Swipe the keycard by accessing the door and step into the locker room [10]. A medicine cabinet bolted to the wall at the far end holds what you're looking for. Walk over and grab it. Wait, does that floor look weak to you?

ITEM // ANTIBIOTICS

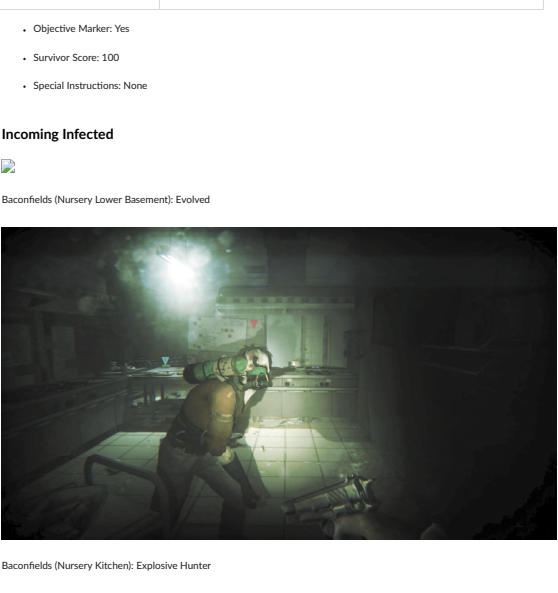
Panic in the Darkness

Objective 4: Escape the community nursery	
Danger Level:	●●●●●

- Objective Marker: Yes
- Survivor Score: 100
- Special Instructions: None

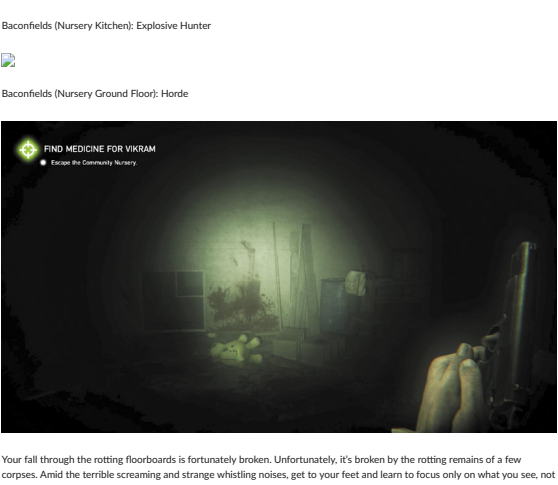
Incoming Infected

Baconfields (Nursery Lower Basement): Evolved

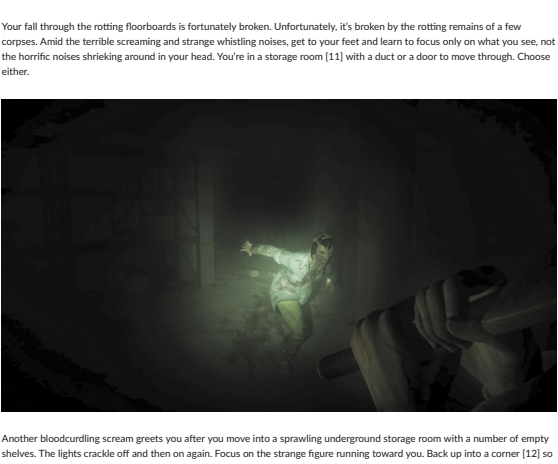


Baconfields (Nursery Kitchen): Explosive Hunter

Baconfields (Nursery Ground Floor): Horde



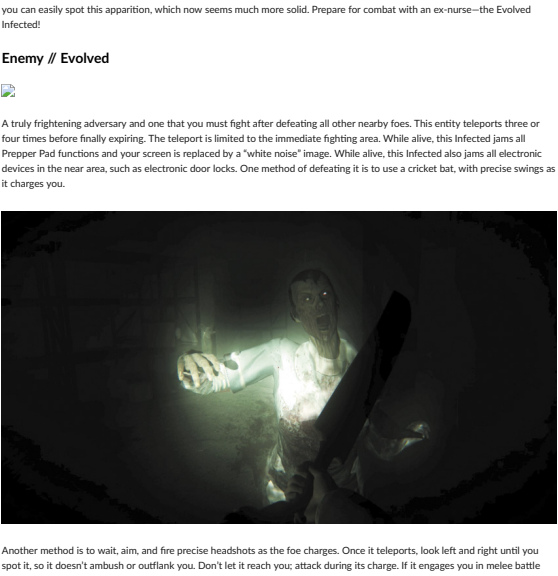
Your fall through the rotting floorboards is fortunately broken. Unfortunately, it's broken by the rotting remains of a few corpses. Amid the terrible screaming and strange whistling noises, get to your feet and learn to focus only on what you see, not the horrific noises shrieking around in your head. You're in a storage room [11] with a duct or a door to move through. Choose either.



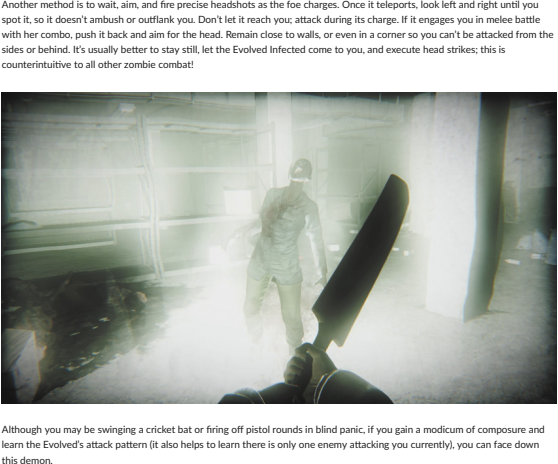
Another bloodcurdling scream greets you after you move into a sprawling underground storage room with a number of empty shelves. The lights crackle off and then on again. Focus on the strange figure running toward you. Back up into a corner [12] so you can easily spot this apparition, which now seems much more solid. Prepare for combat with an ex-nurse—the Evolved Infected!

Enemy // Evolved

A truly frightening adversary and one that you must fight after defeating all other nearby foes. This entity teleports three or four times before finally expiring. The teleport is limited to the immediate fighting area. While alive, this Infected jams all Prepper Pad functions and your screen is replaced by a "white noise" image. While alive, this Infected also jams all electronic devices in the near area, such as electronic door locks. One method of defeating it is to use a cricket bat, with precise swings as it charges you.



Another method is to wait, aim, and fire precise headshots as the foe charges. Once it teleports, look left and right until you spot it, so it doesn't ambush or outflank you. Don't let it reach you; attack during its charge. If it engages you in melee battle with her combo, push it back and aim for the head. Remain close to walls, or even in a corner so you can't be attacked from the sides or behind. It's usually better to stay still, let the Evolved Infected come to you, and execute head strikes; this is counterintuitive to all other zombie combat!



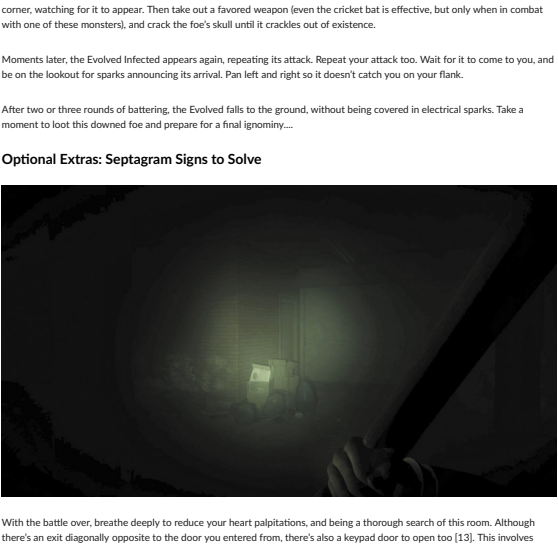
Although you may be swinging a cricket bat or firing off pistol rounds in blind panic, if you gain a modicum of composure and learn the Evolved's attack pattern (it also helps to learn there is only one enemy attacking you currently), you can face down this demon.

When the Evolved Infected appears, it runs straight for you and begins clawing. Prevent it from damaging you by standing in a corner, watching for it to appear. Then take out a favored weapon (even the cricket bat is effective, but only when in combat with one of these monsters), and crack the foe's skull until it crackles out of existence.

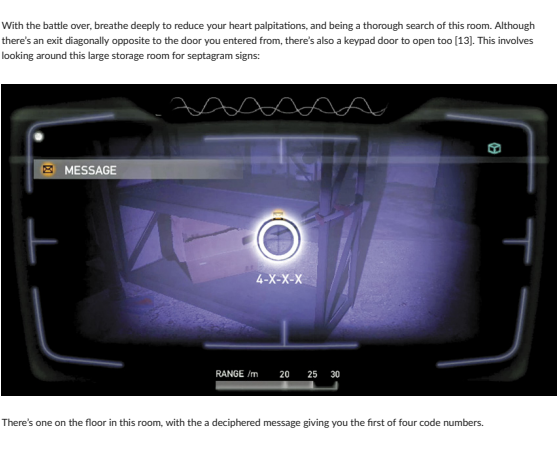
Moments later, the Evolved Infected appears again, repeating its attack. Repeat your attack too. Wait for it to come to you, and be on the lookout for sparks announcing its arrival. Pan left and right so it doesn't catch you on your flank.

After two or three rounds of battering, the Evolved falls to the ground, without being covered in electrical sparks. Take a moment to loot this downed foe and prepare for a final ignominy....

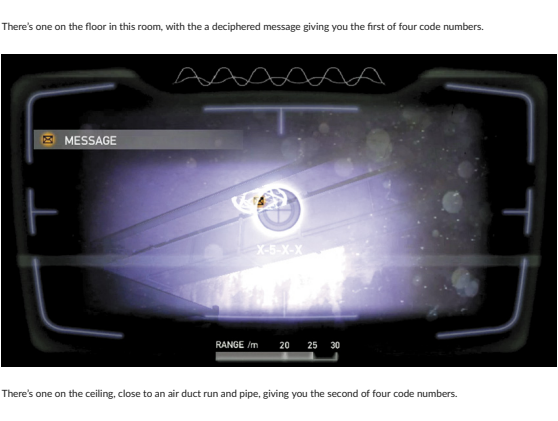
Optional Extras: Septagram Signs to Solve



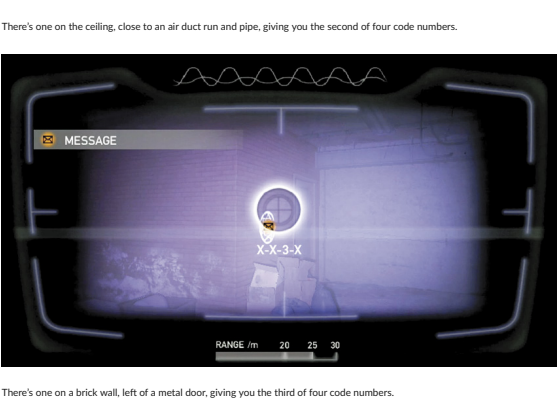
With the battle over, breathe deeply to reduce your heart palpitations, and being a thorough search of this room. Although there's an exit diagonally opposite to the door you entered from, there's also a keypad door to open too [13]. This involves looking around this large storage room for septagram signs:



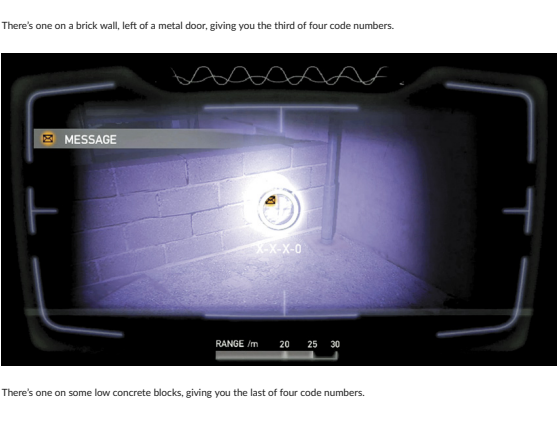
There's one on the floor in this room, with the a deciphered message giving you the first of four code numbers.



There's one on the ceiling, close to an air duct run and pipe, giving you the second of four code numbers.



There's one on a brick wall, left of a metal door, giving you the third of four code numbers.



There's one on some low concrete blocks, giving you the last of four code numbers.

Move to the keypad door and enter the code, and the door swings open. Inside is a storage room with a few interesting items to grab:

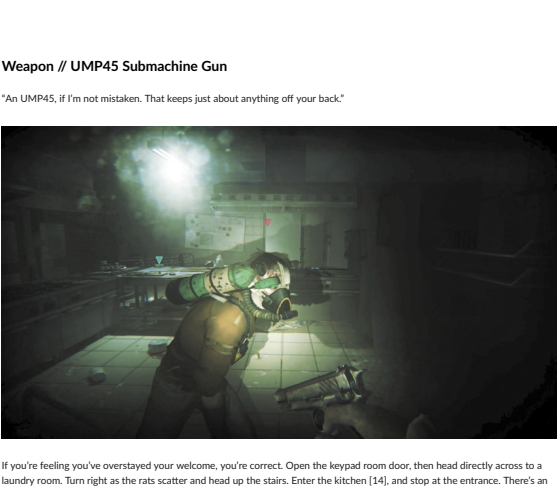
GEAR // C4 (1)

UPGRADE // FIREPOWER

WEAPON // UMP45 SUBMACHINE GUN

Weapon // UMP45 Submachine Gun

"An UMP45, if I'm not mistaken. That keeps just about anything off your back."



If you're feeling you've overstayed your welcome, you're correct. Open the keypad room door, then head directly across to a laundry room. Turn right as the rats scatter and head up the stairs. Enter the kitchen [14], and stop at the entrance. There's an Explosive Hunter lying on the floor, so it's best to destroy it from afar before it gets up and pins you to a corner. Gather the items scattered about this room before prying the bar off the exit door.

Ready to run? Good, it's the only recommended method of leaving this nursery in one piece! The Prepper echoes your concern about this place turning into a chaotic horde hot spot, so once the kitchen door opens, run immediately left, down the corridor, turn right, and sprint toward the stairwell [15]. The recreation room has at least five Infected in there, and facing them all in spaces this confined is a terrible idea!

Caution

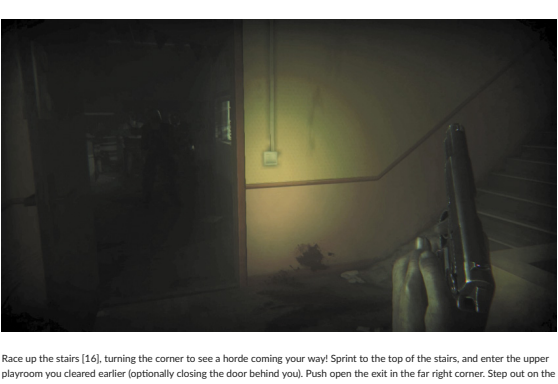
Let's not turn this escape into a death sentence; don't dash toward the locker room and fall into the lower basement again or get confused and run into a small dead-end room!

Tip

If you miss the corridor, look for the bathroom and run through it and into the corridor to the stairwell. If you pass through a door, close it behind you to gain a few more seconds. If an Infected blocks your path, shove it rather than striking with a weapon; you need the space to escape, and even a submachine gun can't usually cope with all the foes you encounter! Shove anything that moves, and do this multiple times until you clear a path!

Note

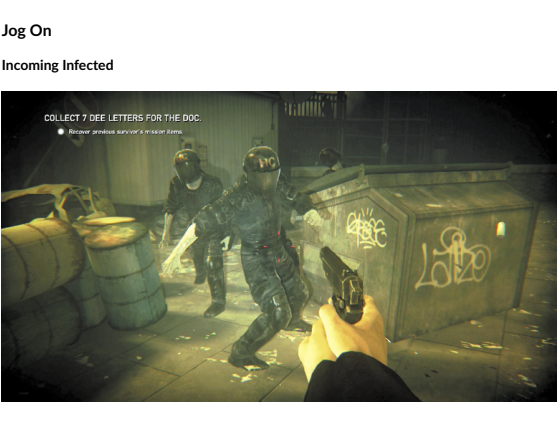
If you've tooled up and you're a deadly shot, you can spend minutes racing from room to room, blasting foes in the head until you're out of ammo or have dispatched everything. But there are more Infected outside, so it's always better to run-and-gun in this instance.

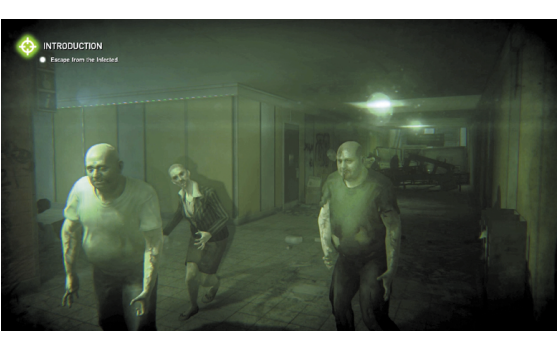


Race up the stairs [16], turning the corner to see a horde coming your way! Sprint to the top of the stairs, and enter the upper playroom you cleared earlier (optionally closing the door behind you). Push open the exit in the far right corner. Step out on the fire escape and congratulate yourself for still being intact.

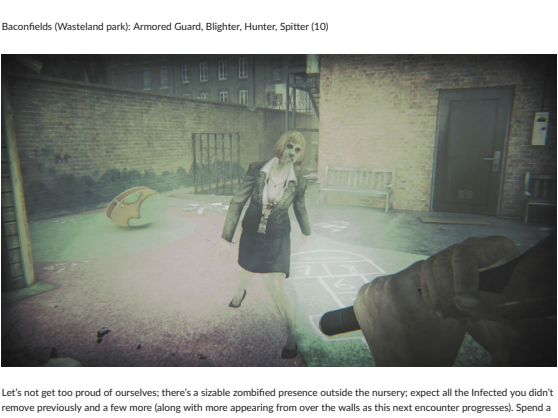
Jog On

Incoming Infected

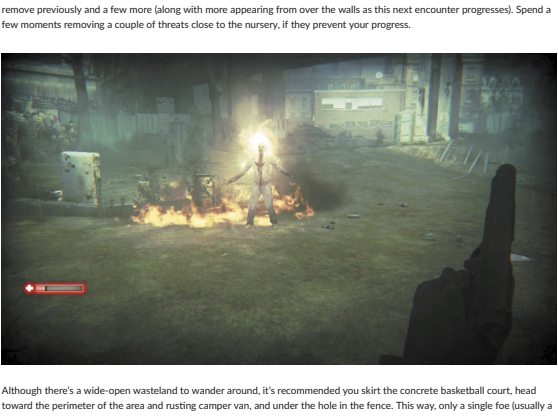




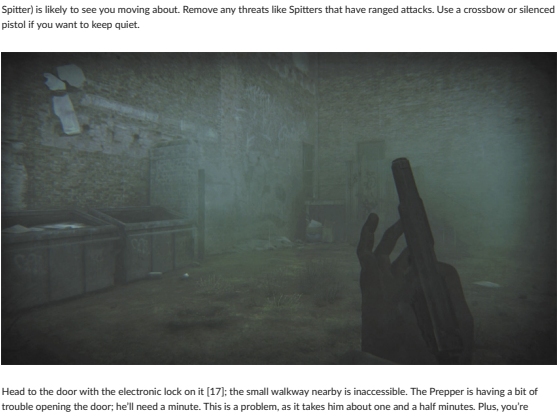
Baconfields (Wasteland park): Armored Guard, Blighter, Hunter, Spitter (10)



Let's not get too proud of ourselves; there's a sizable zombified presence outside the nursery; expect all the Infected you didn't remove previously and a few more (along with more appearing from over the walls as this next encounter progresses). Spend a few moments removing a couple of threats close to the nursery, if they prevent your progress.

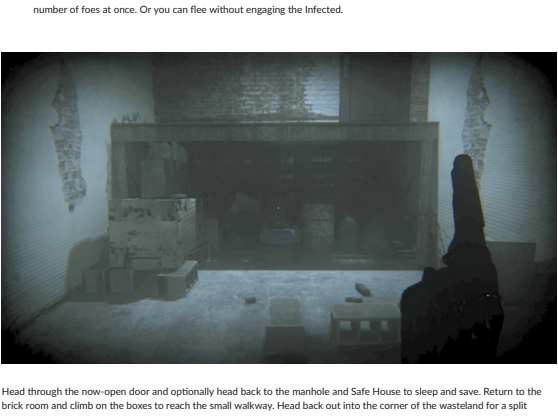


Although there's a wide-open wasteland to wander around, it's recommended you skirt the concrete basketball court, head toward the perimeter of the area and rusting camper van, and under the hole in the fence. This way, only a single foe (usually a Spitter) is likely to see you moving about. Remove any threats like Spitters that have ranged attacks. Use a crossbow or silenced pistol if you want to keep quiet.



Head to the door with the electronic lock on it [17]; the small walkway nearby is inaccessible. The Prepper is having a bit of trouble opening the door; he'll need a minute. This is a problem, as it takes him about one and a half minutes. Plus, you're surrounded by an increasing population of Infected! Here's how to deal with them effectively while you wait:

- Keep Moving: Look to the guide's map of this area for a recommended route to take; jog around the edge of the pond, around the shed and digging equipment, through the rusting metal container, and back to the jammed door.
- Vary Your Route: After you complete one circuit, head for another lap: This time vary the run so you use the hole in the fence, the basketball court, nursery yard, and around the other side of the pond. React depending on where you find the largest number of foes.
- A Merry Dance: Lead your Infected friends into each area so the majority of them are in one place. Don't sprint around the entire area; slow down so your foes gain on you, then ensure you have a proper exit defined and sprint through. Make sure your enemies aren't too close, though, or you'll be swarmed.
- Takedown Tactics: It's worth continuing your run until the very last moments and then stopping to turn around. Engage Spitters (from range!) first, as they're the only ones who can damage you from a distance. The tried-and-true method of lobbing a flare at an explosive barrel and firing at the barrel (or lobbing in a projectile) works well to remove a large number of foes at once. Or you can flee without engaging the Infected.



Head through the now-open door and optionally head back to the manhole and Safe House to sleep and save. Return to the brick room and climb on the boxes to reach the small walkway. Head back out into the corner of the wasteland for a split second to reach the door that leads you back through the connecting chambers and into Spitalfields Green (Shoreditch Petrol Station).

Note

The second part of Mission 11 (Mission 11B: Refuel the Generator) is now available. It is presented next.

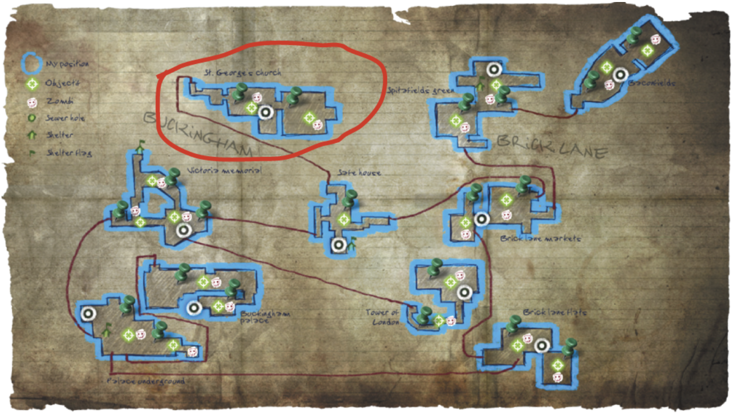
- Mission 12 Completed: Maximum Survivor Score: +240

Missions

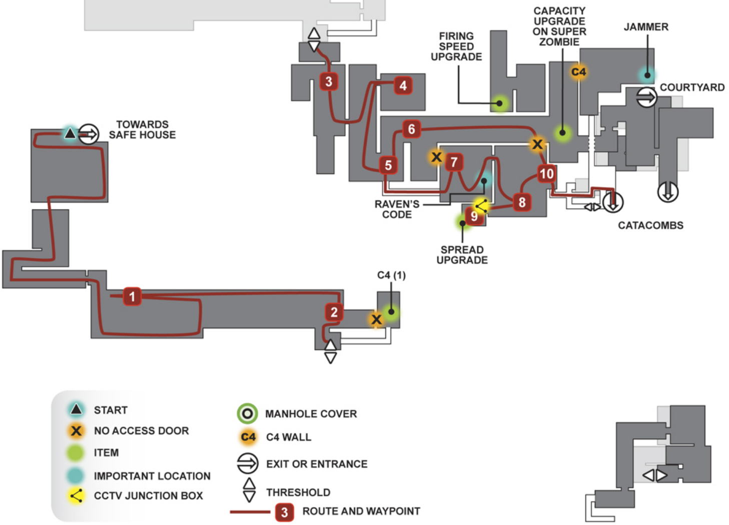
Mission 13

SAVE THE GIRL

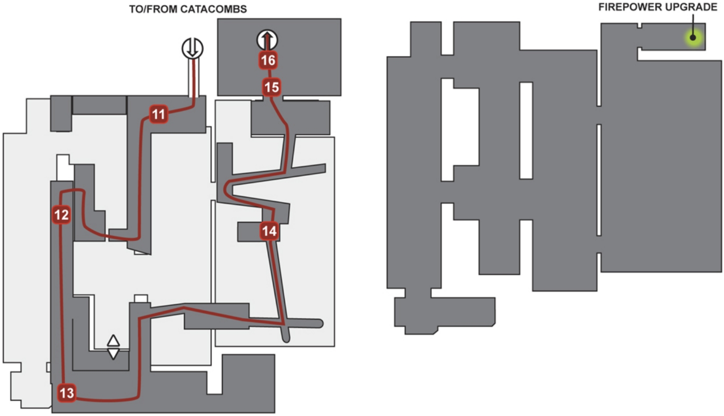
Location: St. George’s Church (Catacombs)



Location: St. George’s Church (Crypt)



Location: St. George's Church (Crypt)



Overview

With low supplies and the frothing undead all around, a girl pleads for assistance. You're either going to be a heroic maverick when you rescue her or an idiot who didn't listen to the Prepper's pleas to rethink this obvious trap you wade into: You head through a dank sewer system, cross a pitch-black warehouse, and then attempt an impressive balancing act as you navigate the precarious walkways of an ancient crypt while introducing the newly indigenous Infected to the thrill of high-diving. The way is fraught with danger and your footwork must be dainty. Let's hope there's a prize for your hard work....

Objectives

- Objective 1: Reach access to St. George’s Church.
- Objective 2: Hack door to St. George’s Church.
- Objective 3: Find the girl in St. George’s Church.

Important Items

Upgrade: Spread

Mine

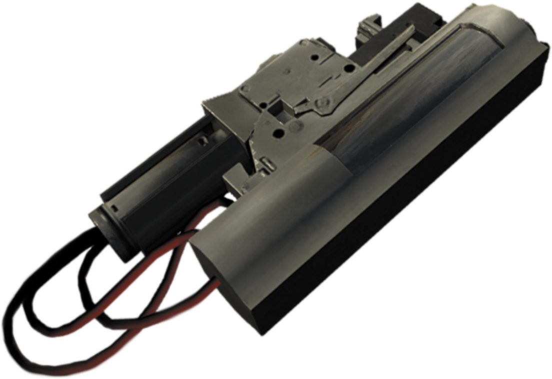
C4 (1)

4A/Y22/S/06
USA/DOD/AYD

Large Medipack

Upgrade: Firing Speed

Upgrade: Spread

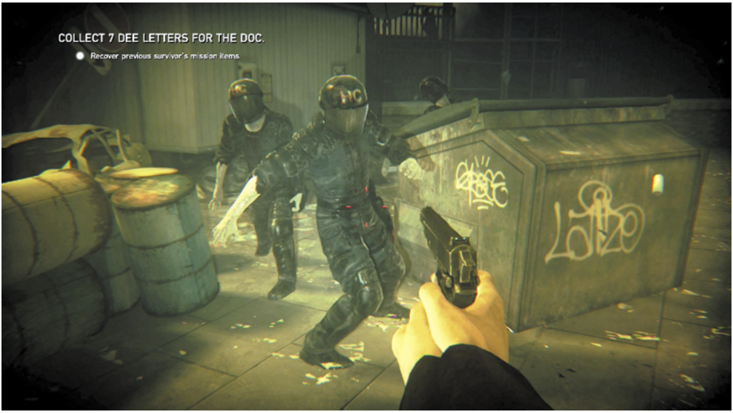


Upgrade: Firepower

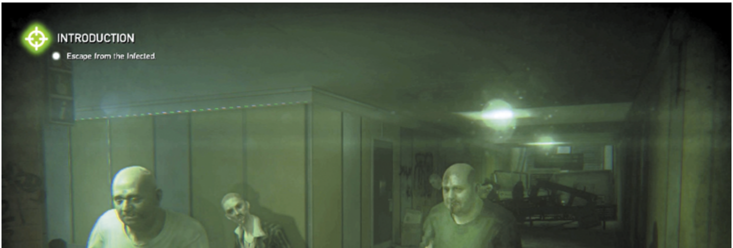
4A/Y22/S/06
USA/DOD/AYD

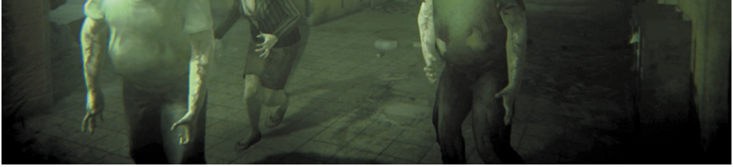
Large Medipack

Enemy Appearances

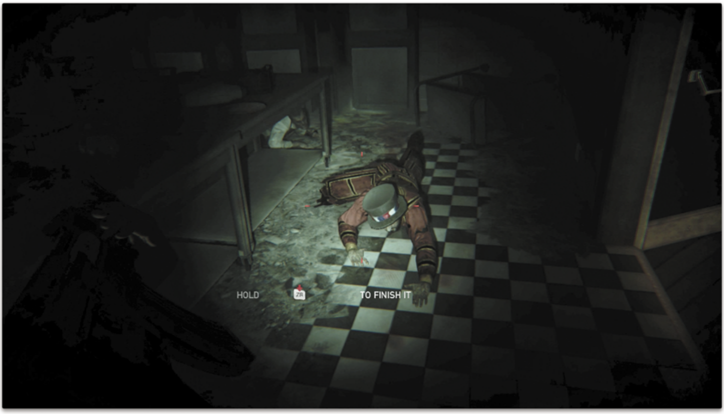

COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items
HC
HC

Armored Guard

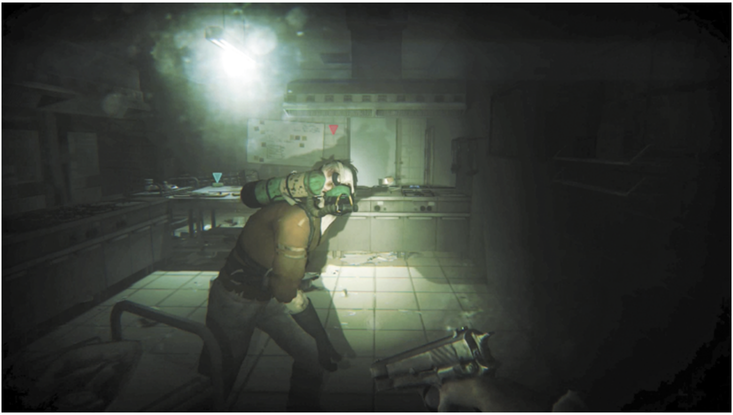




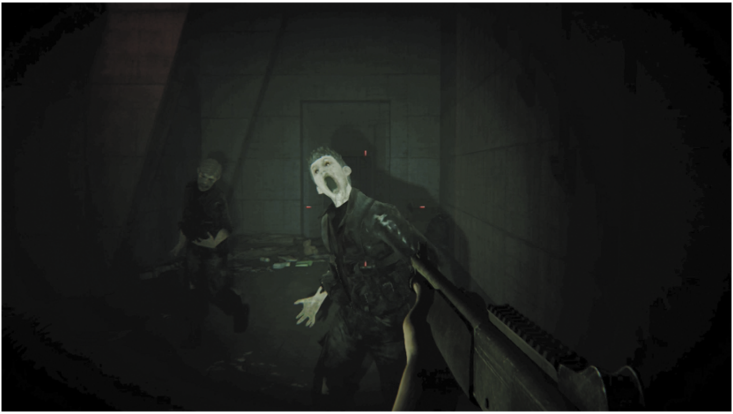
Blighter



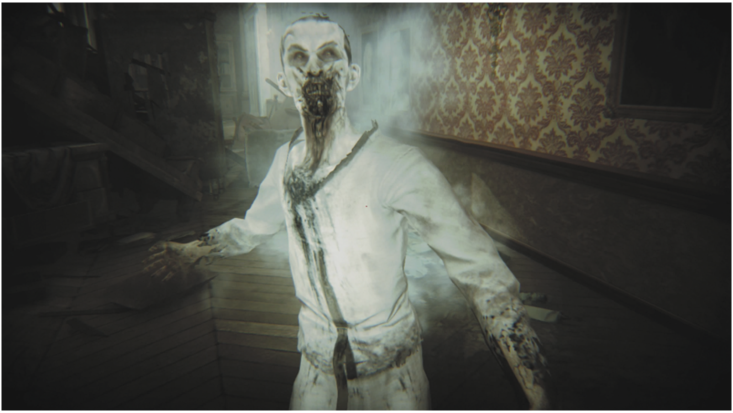
Crawler



Explosive Hunter



Hunter



Spitter

Note

Mission 08: Collect 7 Dee Letters for the Doc is currently active, but you may have completed it by now. There are no Dee's Letters to collect in St. George's Church.

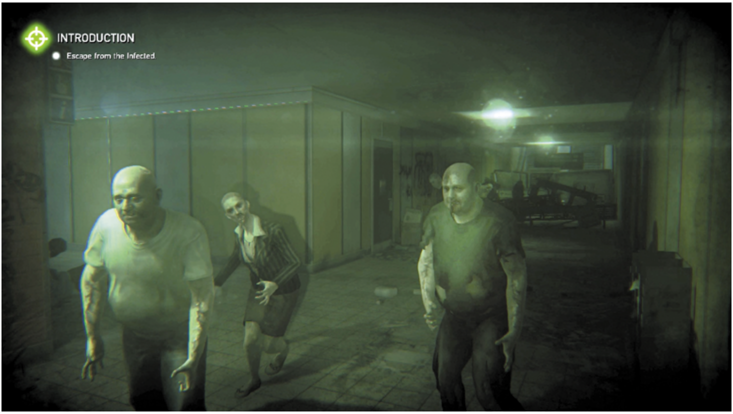
Tool Up, Head Out

Objective 1: Reach access to St. George’s Church

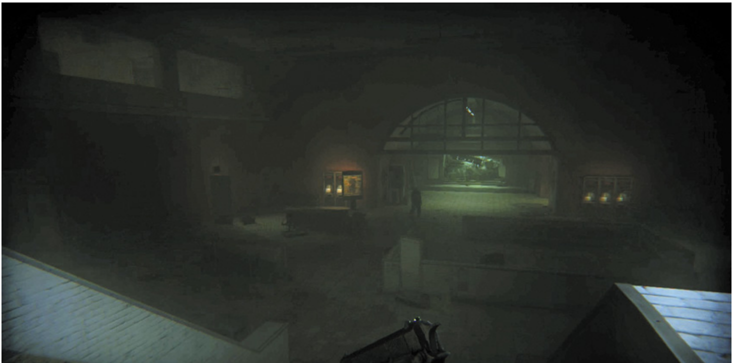
Objective 2: Hack door to St. George’s Church	
Danger Level:	● ○ ○ ○ ○

- Objective Marker: Yes
- Survivor Score: 10, 20
- Special Instructions: None

Incoming Infected



Safe House (Lower Mezzanine): Blighter (2+)



As you return to the Safe House from the previous mission, a frantic message sounds on your Pad; a young woman is shouting frantically, pleading for help. She may be part of an enclave of Survivors still holding out against the Infected menace, but she is rapidly running out of provisions and hope. She requests your help; she's holed up inside St. George's Church. Leave the Safe House, head toward the mezzanine, and descend to the lower area. Remove any Blighter threats before scan-hacking the keycard door in the right wall, just after the ticket booths.

Tip

At this point, we assume you've collected all of Dee's Letters, and with that the various new weapons located with some of the Letters. If this is the case, you should be carrying the M4 Tactical Shotgun and the Magnum. The combination of these weapons (upgrade them the first chance you get!) helps remove the heads of your foes with more proficiency than before! Think about taking at least one of these, along with a "silent killer" (the silenced P226 or crossbow), depending on your combat situation. Oh, and save your progress too!

The Prepper is so worried about you that he starts quoting Tennyson. After you've heard his thoughts about you being too trusting, open the door and enter the short dark corridor with the ammo and planks. Open the nearby door, descend the steps, and enter a tube station. Get the Spread Upgrade leaning against the wall before heading through a gap in the brickwork.

UPGRADE // SPREAD

Carnage in the Catacombs

New Location // St. George’s Yard (Church Catacombs)

Objective 3: Find the girl in St. George’s Church	
Danger Level:	●●●●○

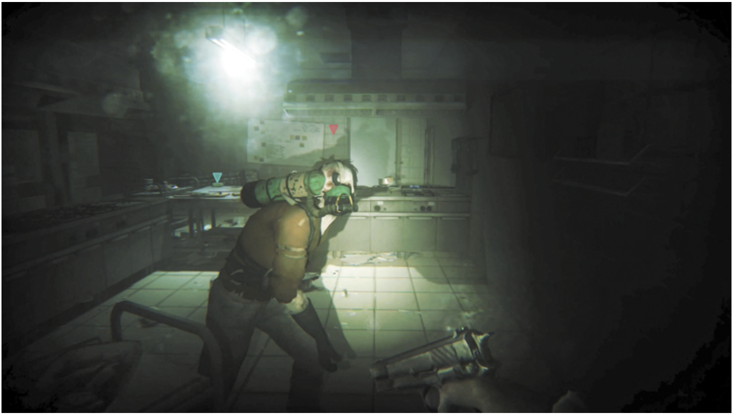
- Objective Marker: Yes
- Survivor Score: 100
- Special Instructions: None

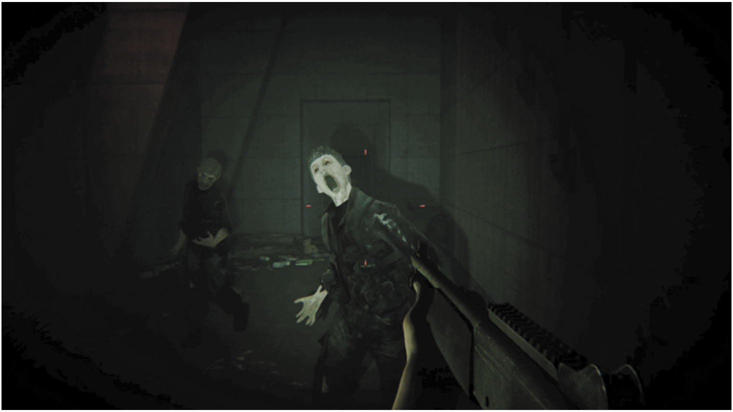
Incoming Infected

COLLECT 7 DEE LETTERS FOR THE DOC.
○ Recover previous survivor's mission items
HC
HC

INTRODUCTION
○ Escape from the Infected

HOLD
ZR
TO FINISH IT





St. George's Yard (Catacomb Sewer and Storage): Armored Guard, Blighter, Crawler, Explosive Hunter, Hunter (18)

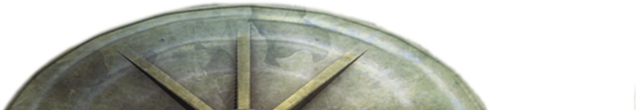
Head through the connecting chambers until you enter the labyrinth beneath the church grounds. The strange noises emanating from the dark catacombs is the very definition of a trap, according to the Prepper. Press on regardless; you've a Survivor to save! Progress slowly into this section of sewer. Ahead is a metal bridge and bodies in the effluent water [1]. There are several ways of progressing through this narrow and waterlogged passage:

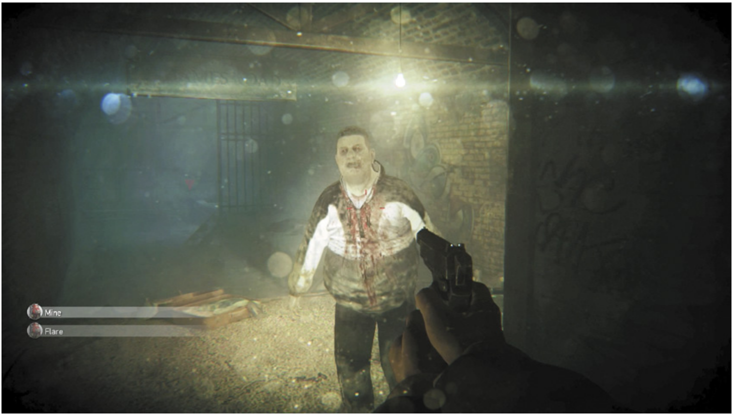
- Jog on: Cross the bridge and head farther down the sewer ledge to the end. Turn around and engage the five frothing enemies that rise from the ground and water.
- You're mine!: It's usually better to tackle them one at a time. Use a pistol or shotgun and aim for consistent headshots. Even if you're cornered by a trio of these enemies, consistent, well-timed headshots can remove threats before you're struck.
- Your mine!: At the bridge, pick up the mine that's placed there (there's a second one at the far end of the sewer canal), and set it on the ledge as you step onto it. This removes three of the threats while you head to the far end to polish off any stragglers.

Caution

There may be mines under the water here. It's best not to wade around if you haven't scanned where they are. You don't want to lose a leg.

WEAPON // MINE





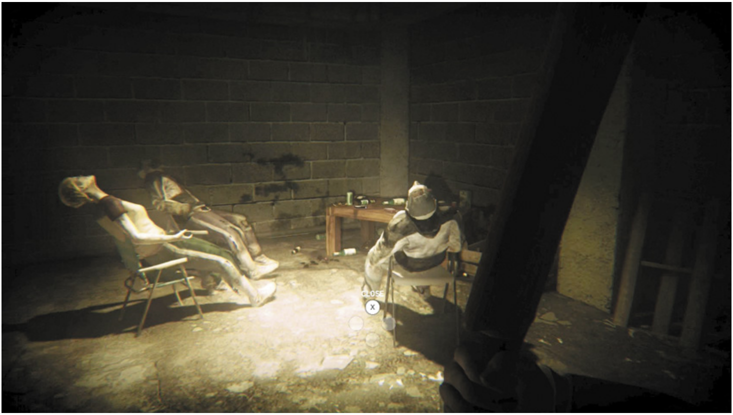
At the far end of the sewer [2] is a door that's been barred from the other side. Look for the low, arched brick side passage to crawl down to reach the small room behind this door. There's C4 and ammunition to gather and a bar to pry off the door. Return to the side passage and push the metal closet out of the way. Climb onto the upper ledge, swing left to deliver a killing shot on the baying undead, and continue your progress.

Caution

Push this closet quickly if you haven't secured the previous area of foes!

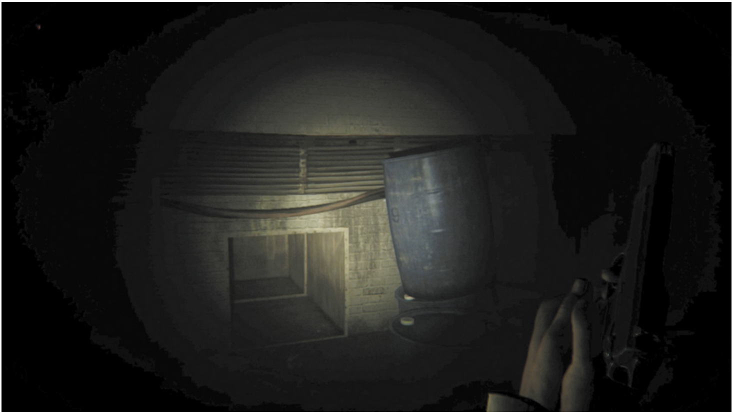
GEAR // C4 (1)

Crouch and scramble through a hole in the wall, into a storm drain outlet [3] with a darkened side alcove (with a corpse to inspect), a second body in the storm drain, and a metal container. There isn't usually much to gather here. Step through the doorway in the left wall.



Enter the catacombs storage area [4] under the church. The atmosphere could best be described as "terrifying"; perhaps the Prepper could create a pair of black light goggles for future reconnoiters? Check the door immediately to your left. It leads to a concrete block–lined room with three "relaxing" corpses. One of them has a considerably harder head than the others; kill the Infected and check the table for some minor items.

Back in the black corridor, head down the narrow earthen passage with a stack of barrels visible on your left (one is explosive, but let's not announce your arrival to everyone by blasting it, shall we?). Round the corner to your left, passing the stack of blue plastic barrels, and then make a route determination. You can:

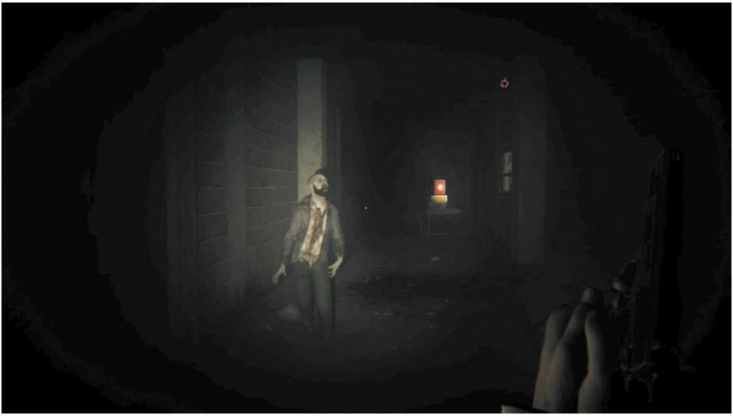


- Sneak: Check behind the plastic barrels on your right. There's an easily overlooked metal duct [5] you can crawl into. Climb up and then drop down into a series of small storage rooms. This avoids combat in the main corridor, although there are other threats to contend with.

- Slay: Or you can continue to follow the passage around, peering into the darkness as you round the corner, look right, and prepare for combat with an Armored Guard and three Blighters [6]. Back up and lob a Molotov cocktail, and don't be afraid to retreat back to the storage area entrance while dealing with these foes. Search their corpses afterward.

Optional Extras: Storage Facility Reconnoiter

Although it isn't necessary to scour this entire area, it's worth spending some time wandering the dark corridors:



The Storage: Start with the central passage. At the far end is a Large Medipack on a metal table. The adjacent door—which requires your lockpicking tools, so access here only after you nullify all threats—is where you must head after the reconnoiter.

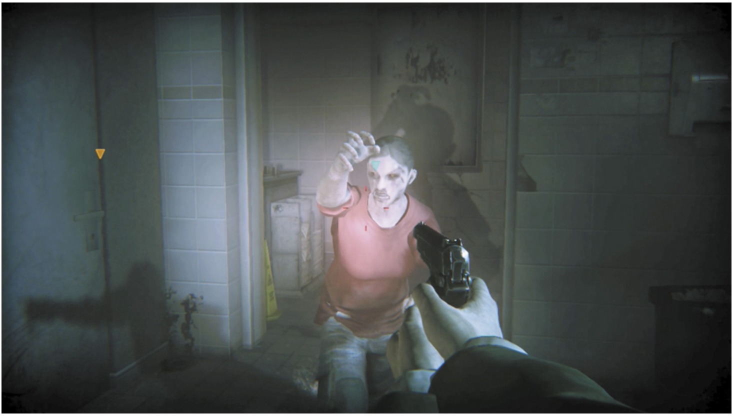
ITEM // LARGE MEDIPACK

4A/Y22/S/06
USA/DOD/AYD

Large Medipack

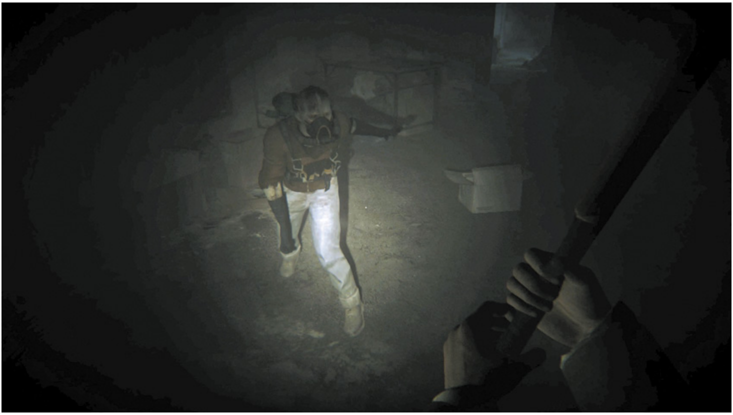
The Screams: The graffiti-lined brick walls of the corridor's far end hold numerous surprises. In the distance, you can hear a woman screaming. The Smart Map radar also jams in this area, which is troublesome.

The Metal Door: The door that leads to the storage rooms, close to the stack of plastic barrels (it's the next alcove you come across, on your right), is locked from the other side. To gain access between these areas, pry open the bar once you're inside the storage rooms.



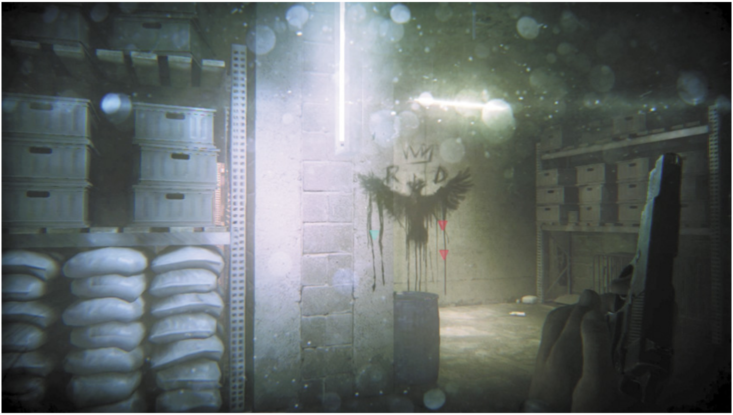
Out of Order: The large pile of trash in the far left corner of this area needs C4. Disperse it using the explosives, and enter a restroom with a Hunter to drop. Check the area, including both stalls, for the following upgrade:

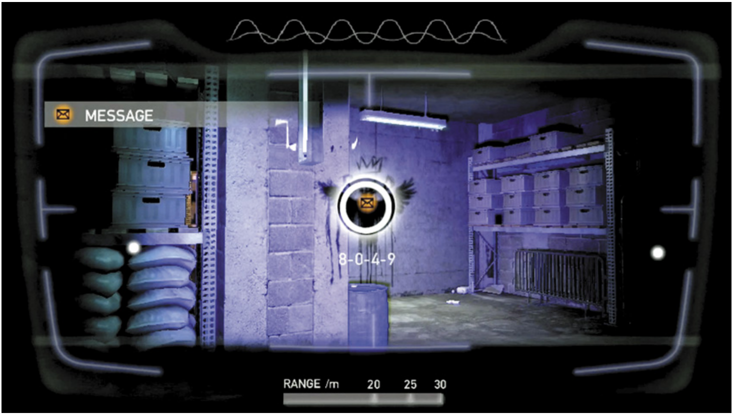
UPGRADE // FIRING SPEED



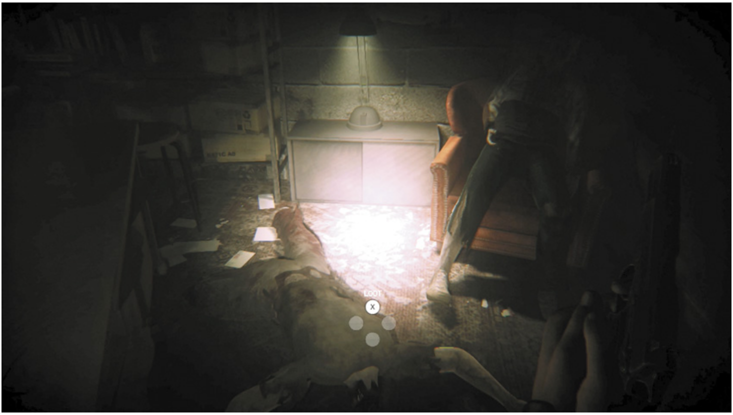
Jamming: The metal door opposite the pile of trash you can blow up leads to a refuse-lined storage room with a radar jammer in one corner. Also playing possum is an Explosive Hunter, so take extreme care when you're in here! Back up and blast it so you aren't killed when its tank goes up. Then smash the jammer. There's a door you can't access and a low duct (mostly hidden by barrels) leading to the church basement. This is the alternative way to reach the next area.

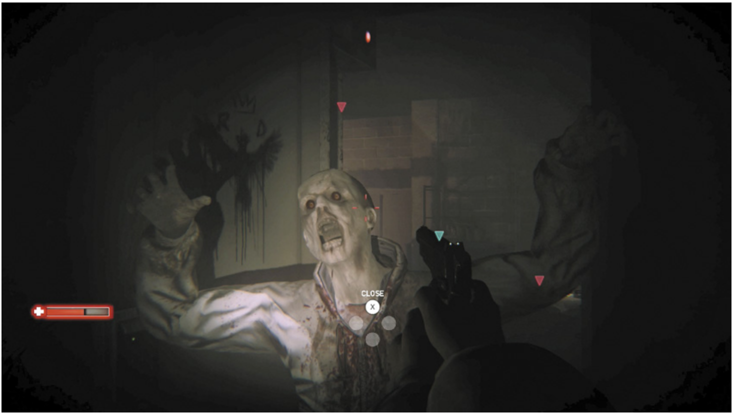
Whatever your route preference, it’s always a great idea to enter the storage rooms, either via the lockpicked door next to the Large Medipack or via the ductwork behind the blue plastic barrels. There are two separate areas to check out:





Clipped Wing Storage: The room with sacks and boxes stacked neatly features a Raven daubed on the wall, with part of its left wing missing. Step back until you see the rest of the wing painted on the main concrete pillar [7]. Stand and line up both images, scanning it with your Pad. Assuming you line up the image exactly, the numbers are revealed.



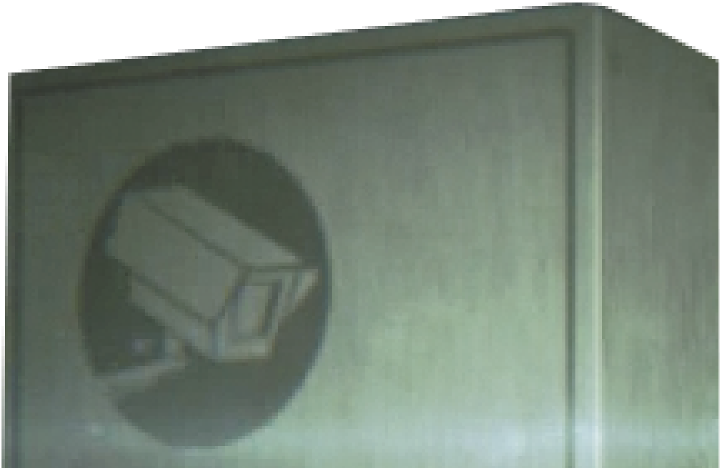


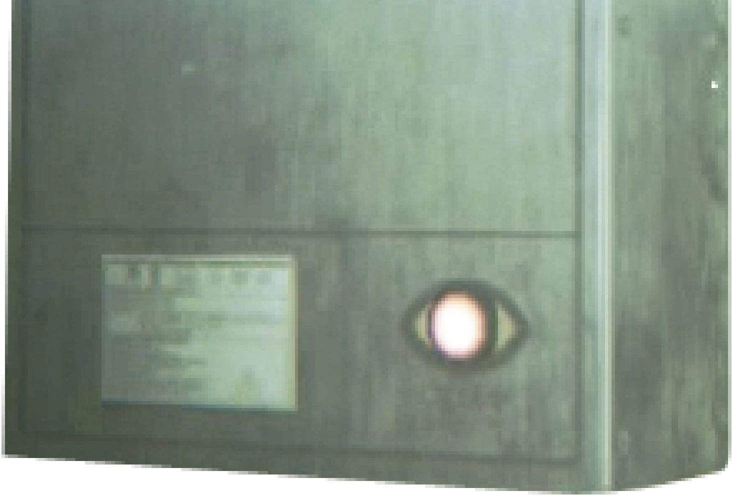
The Armchair Infected: The more important room features a roaming Blighter and a Crawler near an armchair in the corner [8], upon which is slumped another Infected. Remove all three threats (the armchair Infected is playing possum) before you thoroughly search this room. In the corner opposite the armchair is a keypad door. Type in the numbers, accessing a tiny storage room. Watch out! The armchair Infected makes a lurching run for you if you haven't defeated it!

The room [9] contains a metal container and the items listed below. It also has the CCTV Junction Box above the door. Scan it to access the Smart Map.

UPGRADE // SPREAD

CCTV // JUNCTION BOX





When you're ready to move on, look for the metal wardrobe [10] against the same wall as the armchair (there's a black light arrow pointing to it), and push it away from a low duct entrance. This leads to a second section of ductwork, with three exits to find:

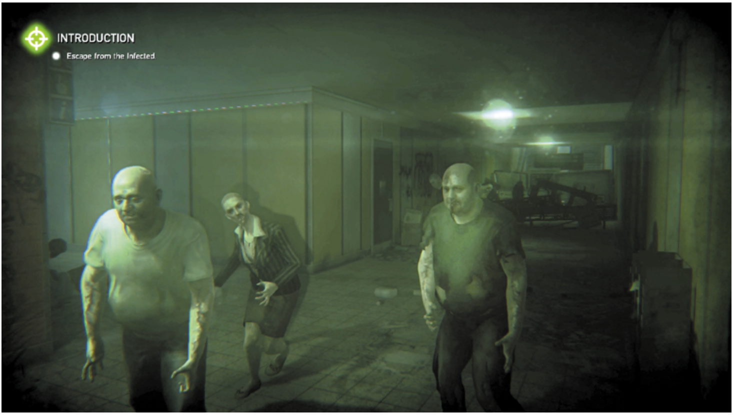
- Jamming Again: If you take the dip in the ductwork, you reach a stack of barrels and the chamber with the jammer (see previously) and an Explosive Hunter.
- Manhole Shortcut: Just before you reach the corpse in the ductwork, look right. The "house" sign appears on the ducts, allowing you to crawl down to a narrow storage room, down some steps, a landing, more steps, and finally to a manhole. Remove it to uncover the shortcut to and from this location. Visit the Safe House to stock up on items if you need to.
- Flooded Catacombs: When you're ready for the next main area to navigate, search for the corpse in the duct and look for the exit, leading to a considerably older (and wetter) part of the catacombs, directly under the church itself.

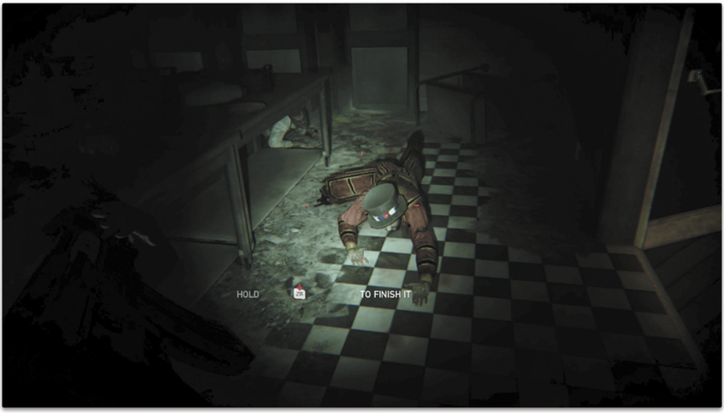
Caution

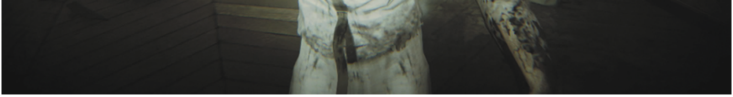
Warning! The going is treacherous from this point on. Beware of Infected and where you're walking!

Precarious Punishment

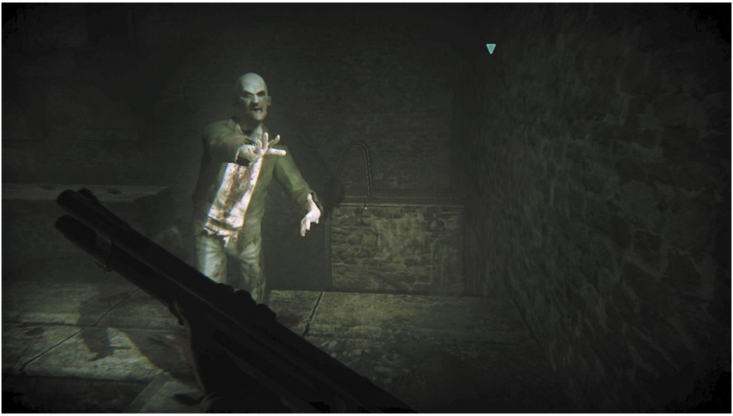
Incoming Infected



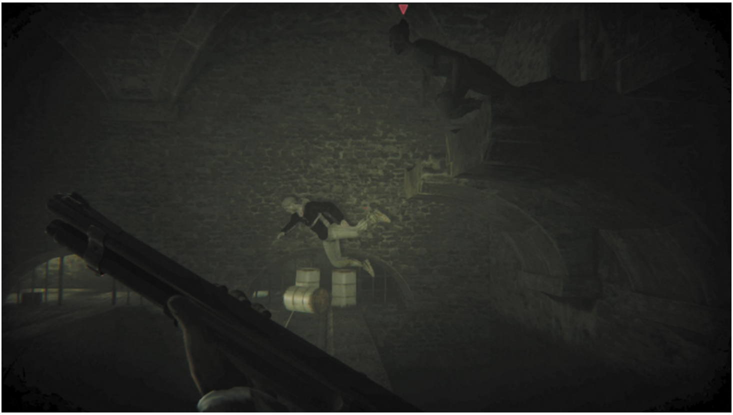




St. George's Yard (Flooded Crypt): Blighter, Crawler, Explosive Hunter, Hunter, Spitter (16)



Drop down onto the top of a narrow stone buttress [11]. Look right and look out; there's a foe about to maul you! Now you're standing on a precarious platform. It's worth defeating the initial enemy, checking that no more fiends are incoming and then looking around the chamber you're in:

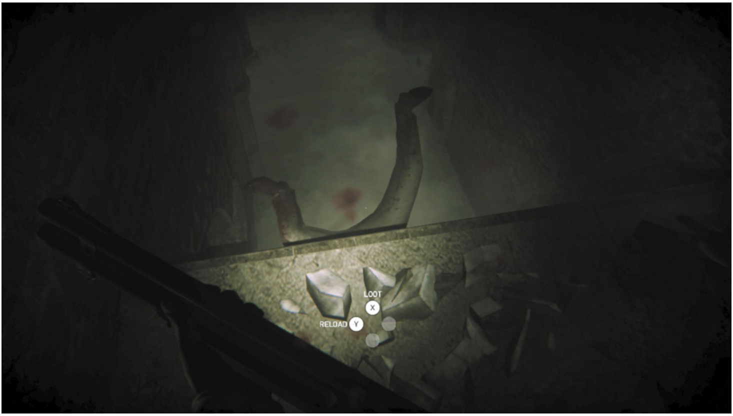


The Route to Take: There are undead crawling the tops of these buttresses and sloshing about in the water below. To head out of here, move to the end of the first platform, turn right, drop down to the stone platform, and turn right again. There's a climbable area on your left; use it move up onto the second buttress [12]. Race toward the barrels; foes topple down onto the buttress, and you can face or flee under them. Ignore the barrels and slide under the low opening to reach the other side.

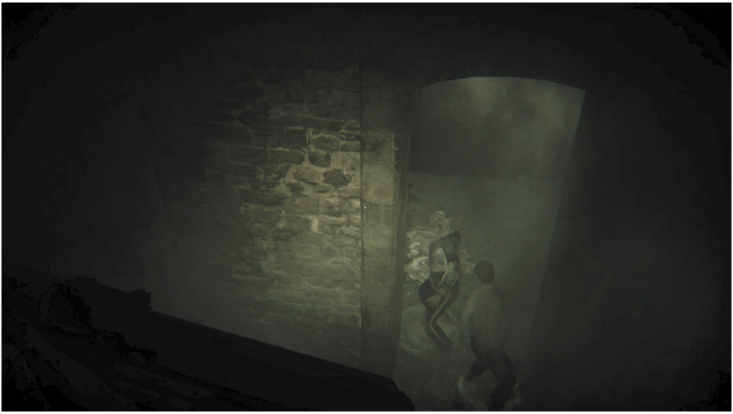
Tip

If you stand on the buttress in the middle of this area and look to the high alcoves on the side of the wall above the second buttress you need to navigate, you'll see a foe or two waiting to pounce. Shoot them from range so they don't cause you problems later.

The Mistakes You Can Make: Falling in the water is annoying but doesn't injure you critically. If you lose your footing or need to escape a mauling from above, stay in the water and bring a potent close-combat weapon (e.g., the shotgun) to bear. Blast anything that shambles, then locate either the wooden platform and steps or the metal ladder; use them to reach the buttress platforms again and start "The Route to Take" plan once more.

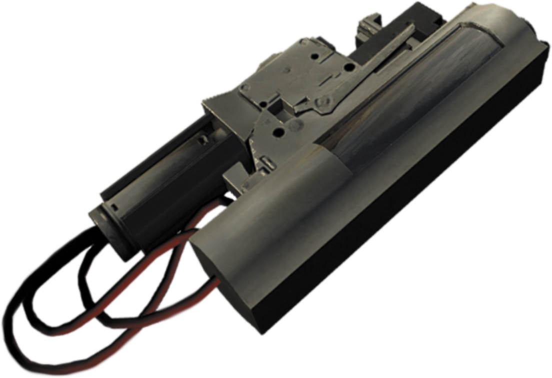


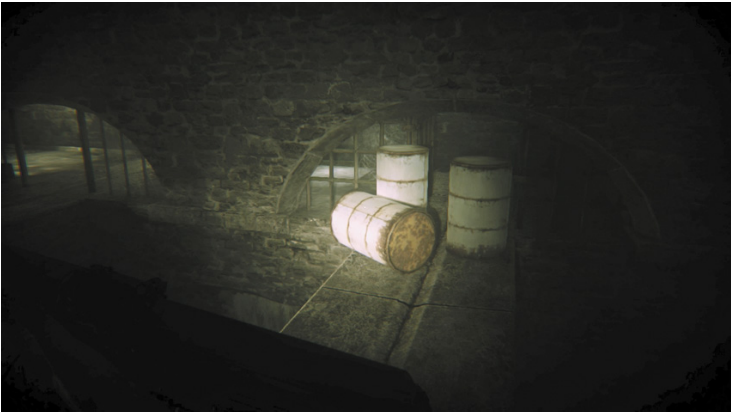
The Infected-Fighting "Fake": Dealing with the Infected is always troubling, and much more so when there's limited maneuvering (and there are around six to watch for as you progress to the opposite side). However, you can turn this to your advantage by moving slowly and shoving any foes you meet on the buttresses. Shove them multiple times until they fall off into the water. You may want to try longer-range sniping from the buttresses too. However, faking a firing so you can shove a foe off your platform is both satisfying and saves on bullets. Just be prepared to face more foes if you fall off!



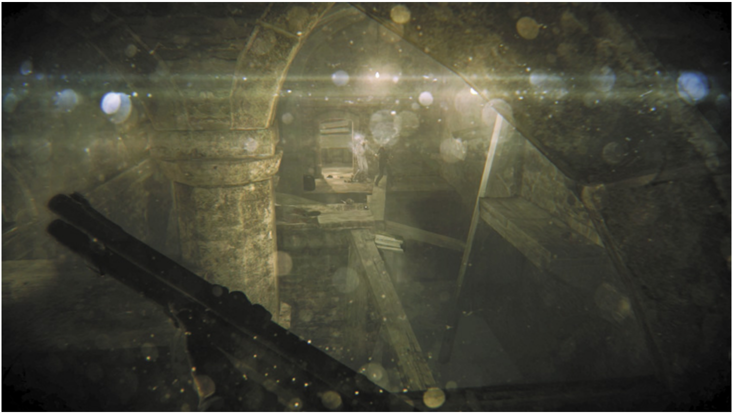
For Upgrading's Sake: If you're after a Firepower Upgrade, drop into the water and wade across to Crypt B. Ignore any foes above you (they don't usually see you), and instead search for a low arch half submerged in the water. It's on the other side of the wall that segments the two crypt sections, almost under your starting location. There's an upgrade in this dank dead end. Find it, then return via the platform and steps or the ladder.

UPGRADE // FIREPOWER

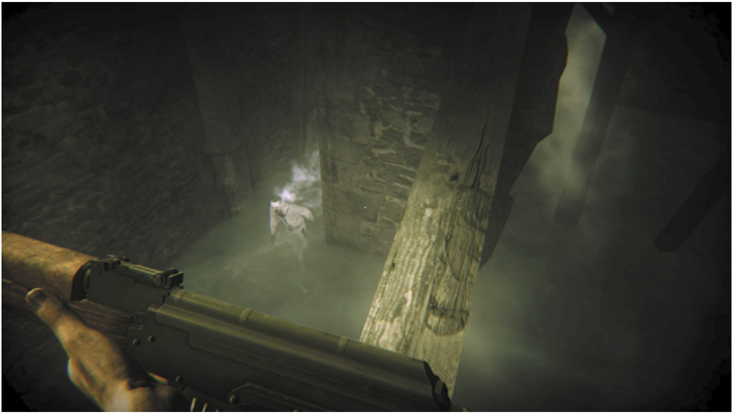




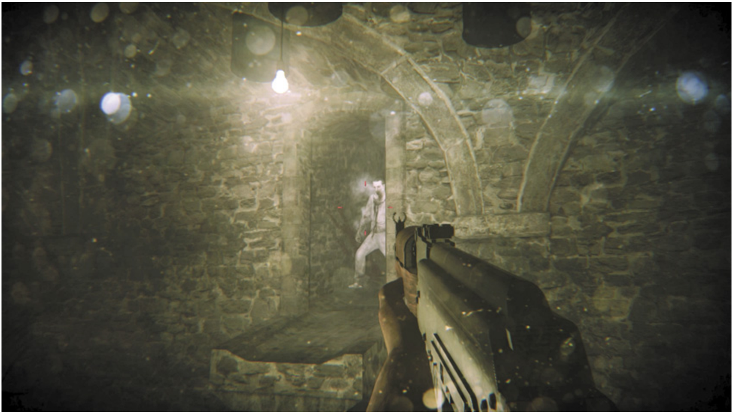
Enter the low stone section [13] at the crypt's opposite side to the duct entrance. Check a small alcove with a metal container before heading under the main arch, and onto two planks of wood making an L shape. You're entering the upper part of the second crypt, which is also accessible via the water below, although you can't get up here from there. There's additional problems to overcome; here's how to deal with them:



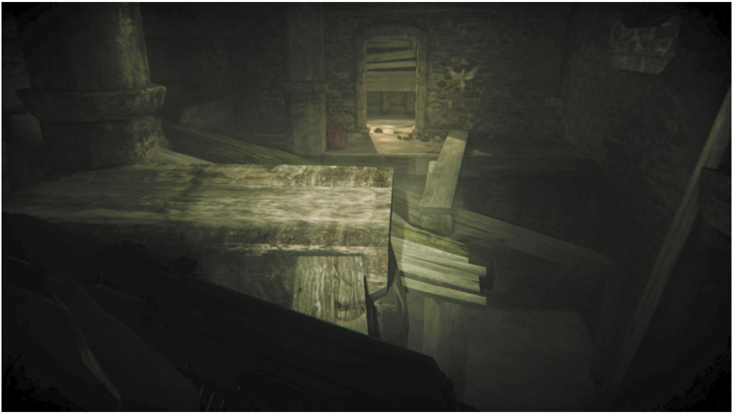
Spying a Spitter: While you're checking the metal container in the stone crawl space, look through the archway that overlooks the second crypt area. Here you can level a good, long-range rifle or crossbow at the Infected that become particularly troublesome; the two Spitters are the critical foes to tag before continuing.



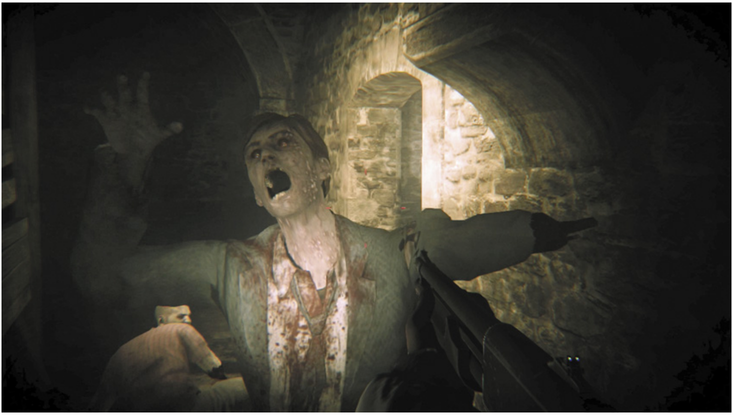
Making Use of the Litter: Finding and removing the Spitters makes traversing this next section a little easier. The first Spitter stands on the opposite side of the well-lit exit to the crypt. Shoot the exploding barrel to remove this foe, or watch it fall and roam the water. Drop in after it for close combat, or fire on the foe from the start of the connecting wooden plank walkway.



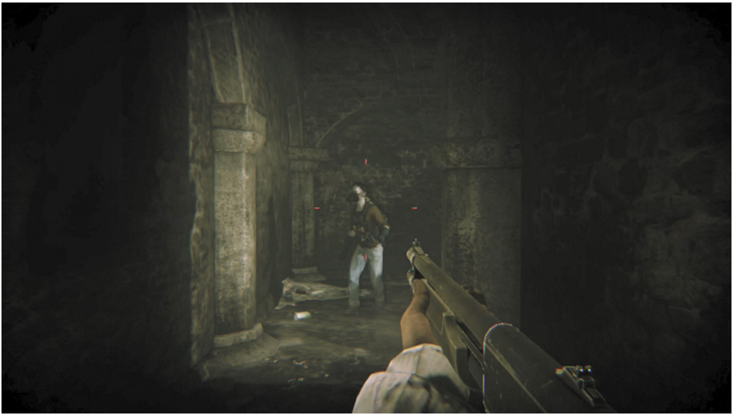
This Takedown Will Make You Titter: The second Spitter is hiding in an upper alcove. Before it spots you, turn your weapon on it when you reach the small stone pillar in the middle of the platforms; blast the Spitter until it falls. You can then maneuver to the far end of the crypt mostly unimpeded.



Accurate Stepping—Don't Jitter [14]: It's not particularly cunning to try blasting the Spitters while you're navigating the next set of platforms, especially as these are simply planks of wood that you can fall off very easily. From the upper entrance with the spotlight, look down and head across the plank, turn left, and drop onto a second plank. Run up to the broken top of a stone pillar and shove a foe off into the water to keep your momentum going. Then step on the tiny wooden platform, head left (shrug off a Spitter attack if it hits you, but don't fall off), and work your way around another couple of planks before turning left and running to the crypt exit.



Survivor versus Infected—Who's Fitter?: The ferocious foes continue their violence against you after you navigate the crypt; you face three Infected in the dark alcove with a wooden buttress between you and an exit ladder. Lob in a Molotov cocktail to soften up the foes, and wait for them to stagger out to the edge of the wooden planks you've just negotiated. Or you can run around the alcove buttress, avoiding the enemies' clutches while popping their heads with quick, accurate shotgun or magnum shots.



Your ordeal doesn't end here. Climb the ladder and immediately fire on an Explosive Hunter [15] before it comes too close and becomes too dangerous to blast at close range. Step into the small mausoleum for a second, finishing a Crawler, and grab the Large Medipack. Then climb the hole in the wall just before the mausoleum. There's more screaming. This isn't looking good....

ITEM // LARGE MEDIPACK

4A/Y22/S/06
USA/DOD/AYD

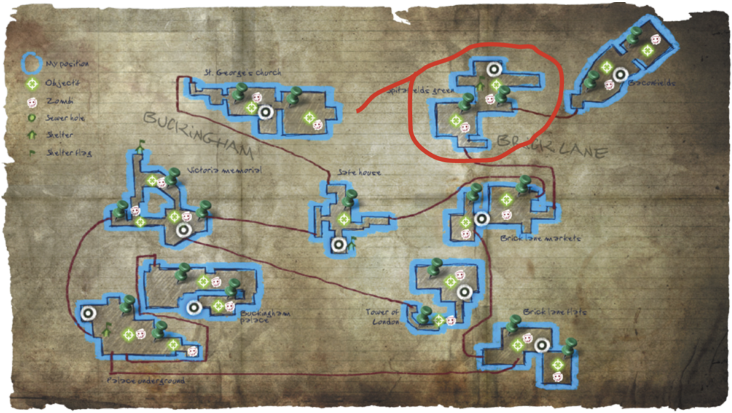
Before you scramble into a metal-lined chamber with a ladder [16], remove the bar from a door, allowing you back into the dark storage area (in case you need any supplies, although you won't be needing them soon). Now climb the ladder. At the top, you're introduced to Timothy and his master, King Boris. Their welcome could, at best, be described as "inelegant." At worst? A crack over the head and a kidnapping...

- Mission 13 Completed: Maximum Survivor Score: +130

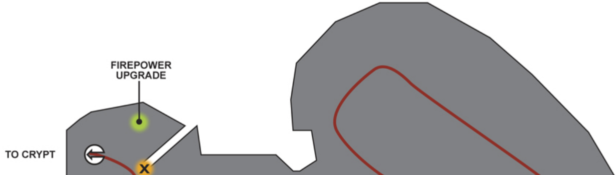
Missions

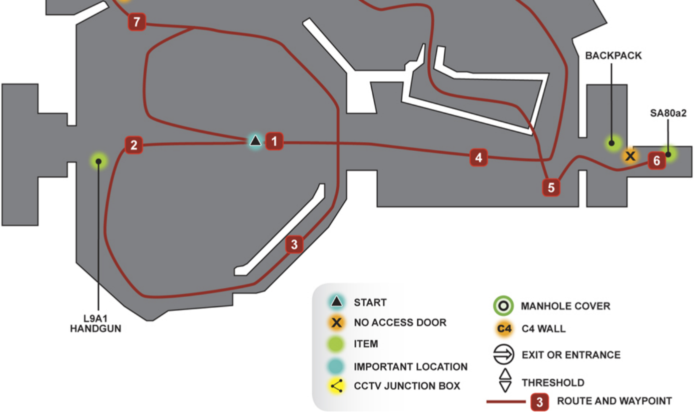
Mission 14

SURVIVE ARENA



Location: St. George's Church





Overview

Positioning yourself in this kind of unnecessary threat is certainly not what the Prepper wanted for you, but that's exactly what your predicament entails: You've literally nothing but your bare hands and a survival instinct to rely on. Trapped in a cage for the amusement of some lunatic showman and his half-deranged underlings, this is a fight with the barest of Walkthrough, the ever-present threat of death looming, and the reliance on accurate firing and quick movement: Emerge the victor of this one-sided arena battle, or die trying.

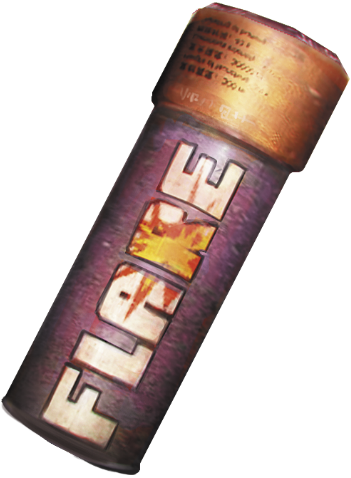
Objectives

- Objective 1: Pick up your BOB.
- Objective 2: Escape to Safe House.

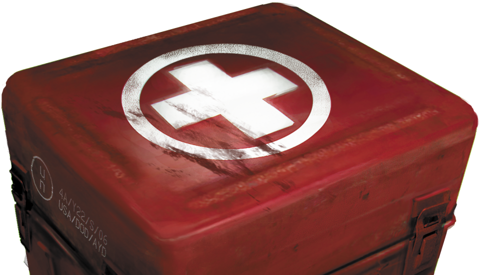
Important Items

L9A1 Pistol

Handgun Ammo



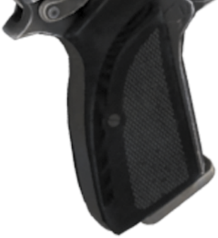
Flare



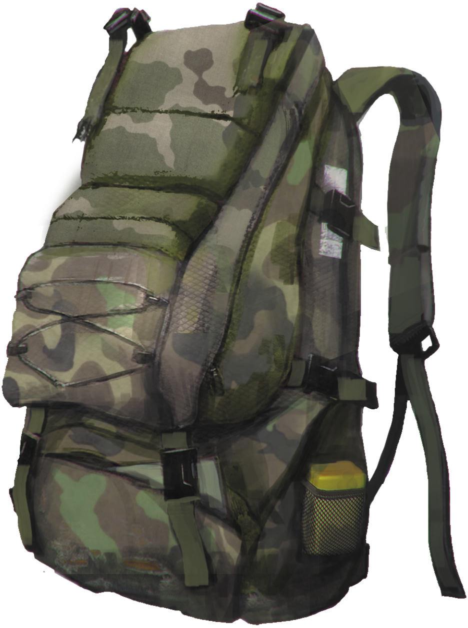
Large Medipack

L9A1 Pistol

Mine



L9A1 Pistol

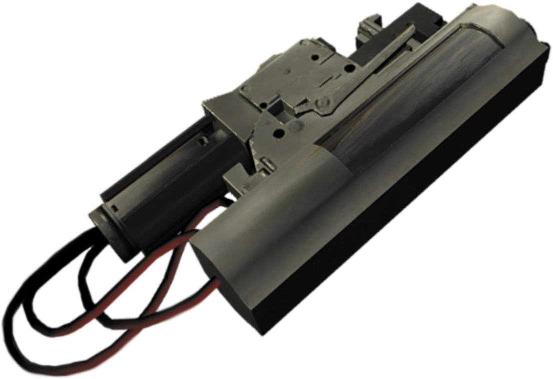


Backpack XXL

SA80a2 Assault Rifle

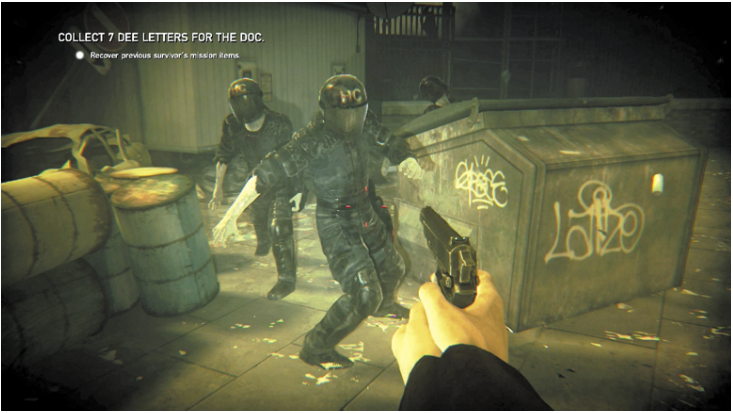
BEAR
7.62 x 39mm
122GR. FMJ
COPPER JACKETTED
STEEL CASE
NON-CORROSIVE
20 CARTRIDGES
Made in England
BEAR
20 CARTRIDGES
BEAR
20 CARTRIDGES

Assault Rifle Ammo



Firepower Upgrade

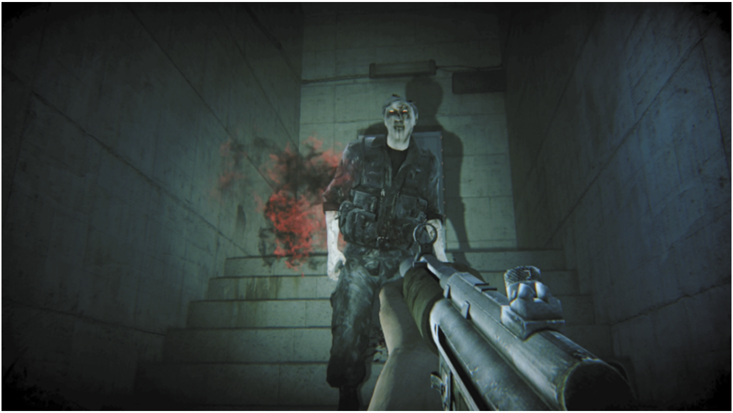
Enemy Appearances



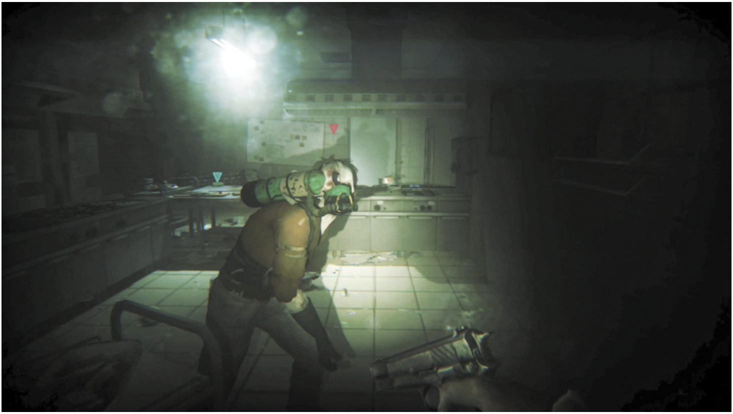
COLLECT 7 DEE LETTERS FOR THE DOC.

○ Recover previous survivor's mission items

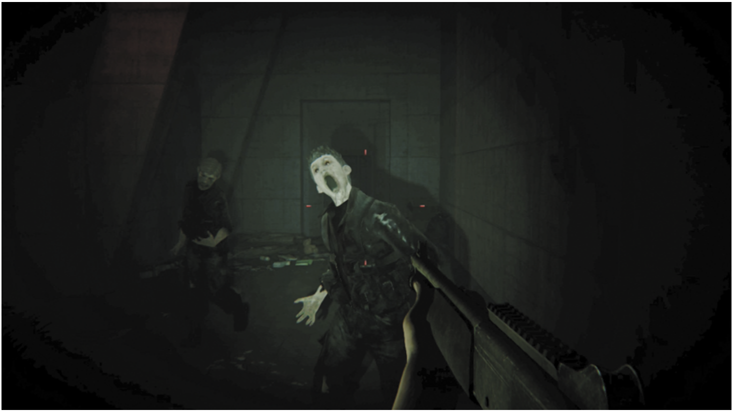
Armored Guard



Enraged



Explosive Hunter



Hunter

Spitter

Note

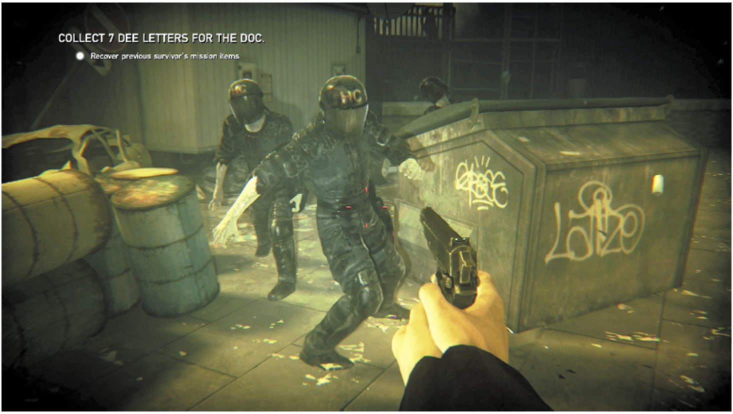
Mission 08: Collect 7 Dee Letters for the Doc is currently active, but you may have completed it by now. There are no Dee's Letters to collect in St. George's Church.

Who Died and Made You F***ing King of the Zombies?

Objective 1: Pick up your BOB	
Danger Level:	✋ ✋ ✋ ✋ ✋

- Objective Marker: No
- Survivor Score: 200
- Special Instructions: No items or weapons

Incoming Infected


COLLECT 7 DEE LETTERS FOR THE DOC.

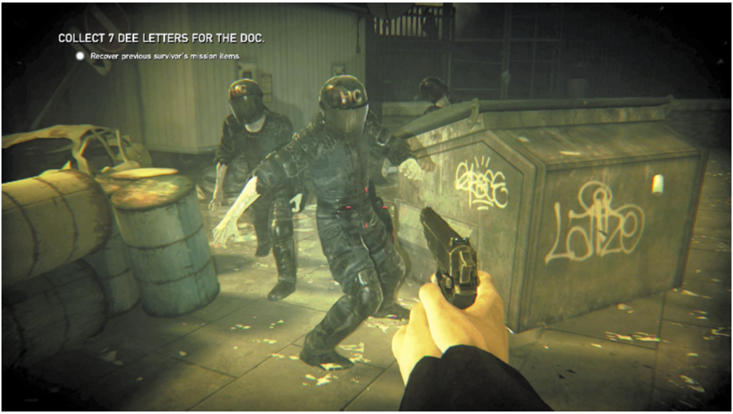
○ Recover previous survivor's mission items.

St. George's Church (Arena Wave #1): Armored Guard (x3)

COLLECT 7 DEE LETTERS FOR THE DOC.

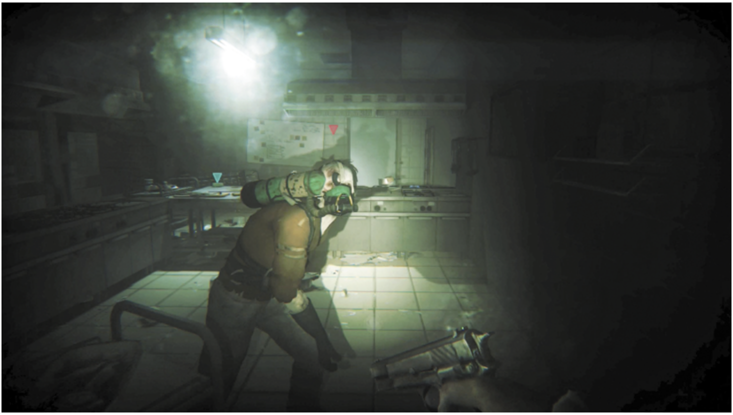
○ Recover previous survivor's mission items.

St. George’s Church (Arena Wave #2): Armored Guard, Explosive Hunter

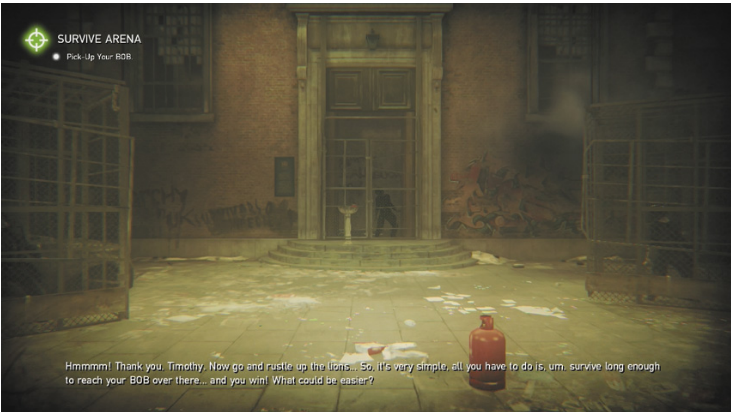


COLLECT 7 DEE LETTERS FOR THE DOC.

- Recover previous survivor’s mission items.



St. George’s Church (Arena Wave #3): Armored Guard (x3), Explosive Hunter



Hmmmm! Thank you, Timothy. Now go and rustle up the lions... So, it's very simple, all you have to do is, um, survive long enough to reach your BOB over there... and you win! What could be easier?

A couple of thoughts might be racing through your bruised and confused head at this point: First, there's no girl to save. Second, you've been trapped, and by all appearances, it seems by a group of bloodthirsty savages who've turned the destruction of humanity and birth of the Infected into a gladiatorial sport. You're now fighting for your life in the main courtyard outside St. George's Church , which has been desecrated and transformed into an arena where Survivors are brought to fight for their lives. This is done at the whim of a mysterious man named King Boris, who's narrating your fate, along with his minion, Timothy. Listen to their sickening banter.

Caution

Your entire inventory—including all your items, weapons, BOB, and Prepper Pad—has been removed. Yes, even your cricket bat! You're left fighting with your bare hands (which are ineffectual; you're no boxer) and no healing items. Grab that pistol and defend yourself, now!

Character // King Boris

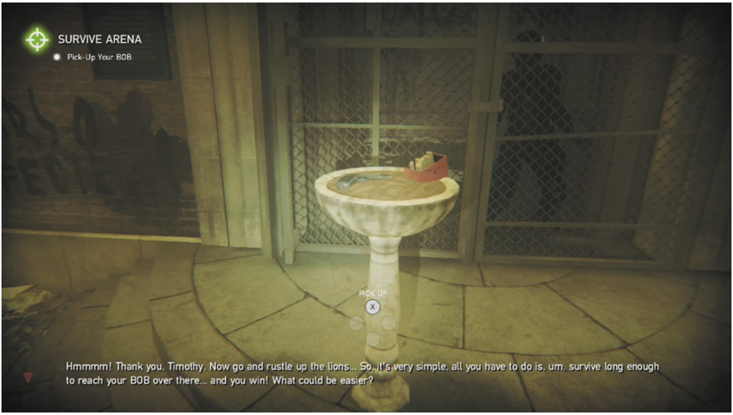
Also known as "King of the Zombies," Boris is a sick and twisted opportunist. Ruling his carnage-obsessed followers with a mixture of fear and threats, he's constructed a variety of arenas across London. Now he arranges tests of prowess by luring Survivors with the sounds of a trapped girl. Boris may believe he isn't long for this world, and, ever the showman, wants to go out with a bang.

The "rules" are simple: survive for as long as King Boris deems it necessary. If you do, you win back your BOB and all your gear. If your Survivor dies, another one wakes up ready to be let loose in the arena:

- The good news: you don't have to head all the way back here if you die.
- The bad news: you still died.

There is a single, overriding plan to survive the forthcoming waves of ferocious fiends. Heed the following advice:

STEP 1



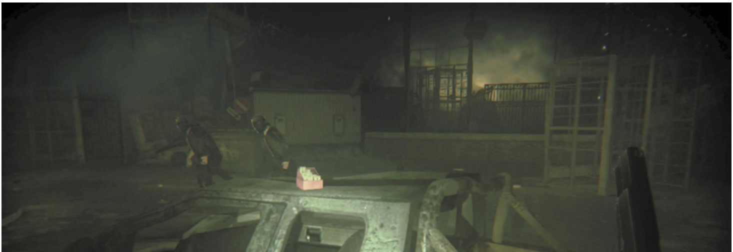
Hmmmm! Thank you, Timothy. Now go and rustle up the lions... So, it's very simple, all you have to do is, um, survive long enough to reach your BOB over there... and you win! What could be easier?

As the cages release, immediately sprint to the small pedestal and retrieve your pistol and some ammunition.

ITEM // HANDGUN AMMO (2)

WEAPON // L9A1 PISTOL (AMMO 13)

STEP 2



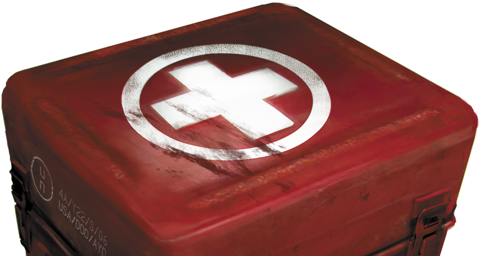
Peel off to the sides and gather additional ammunition from the top of a burned-out car (to the left) and the top of a trash bin (on the right). Now learn where the remaining items are and gather them during your future running:

- Sprint to either of the gates at the back of the arena and step inside. Gather the flare and ammo, and open the other door.
- Enter the main church doorway and gather a Large Medipack and more ammo from the rusting fridges just behind each of the doors. Grab these when one foe remains or between waves so you aren't trapped inside the entrance.

ITEM // FLARE

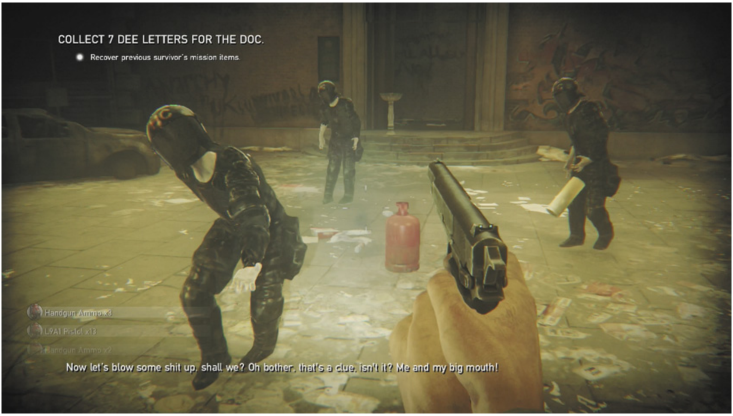
ITEM // HANDGUN AMMO (4 locations)

ITEM // LARGE MEDIPACK



Caution

The ammo you collect is vital. Until future rounds allow you access to the backyard of the arena, you can use only the previously listed items to defeat the enemy. Run out of ammo? Then prepare to die! You have 27 bullets and a flare, and no more!



COLLECT 7 DEE LETTERS FOR THE DOC.

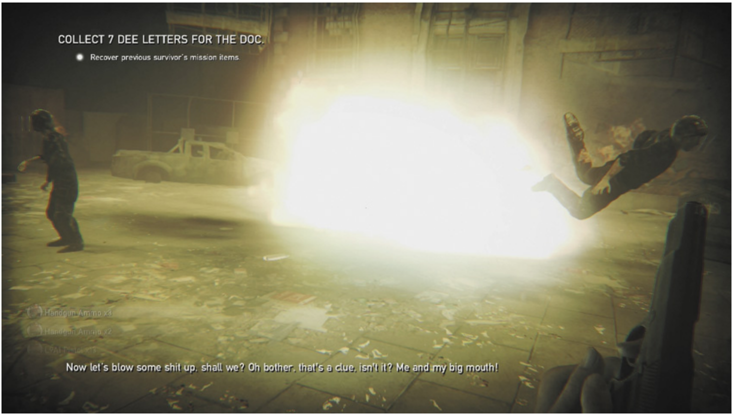
- Recover previous survivor's mission items.

Now let's blow some shit up, shall we? Oh bother, that's a clue, isn't it? Me and my big mouth!

STEP 3

The first wave is comprised of three Armored Guards. If you're lucky, each Guard takes five headshots to drop (to knock its helmet off, and then to burst its head). The trick is to lure all three of the Guards to one of the three gas canisters. There's one in the middle, one near the car, and one near the trash bin.

STEP 4



COLLECT 7 DEE LETTERS FOR THE DOC.

- Recover previous survivor's mission items.

Now let's blow some shit up, shall we? Oh bother, that's a clue, isn't it? Me and my big mouth!

“Herd” these foes by waiting for them to near you, then sprint through or around them, trying to cluster them together. Run to the opposite side of the arena, and as the foes close, pop a single shot into the gas canister. It explodes a second later. Hope that the explosion destroys all three (or at least two) of the Guards.

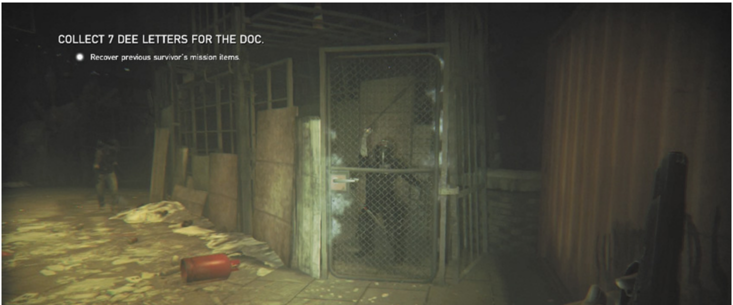
Tip

Did you miss? Then try the same plan. One of these canisters has to strike one or two of your foes or you'll run out of ammunition before you get the chance to find some more. Be very exact with your firing; it takes a second from the time your bullet hits the canister to the time it explodes.

Tip

There's a trick to positioning yourself to catch as many foes in the canister blast as possible. Shoot the canister, then sprint cross the arena so the enemy turns and moves toward the canister just as it explodes.

STEP 5



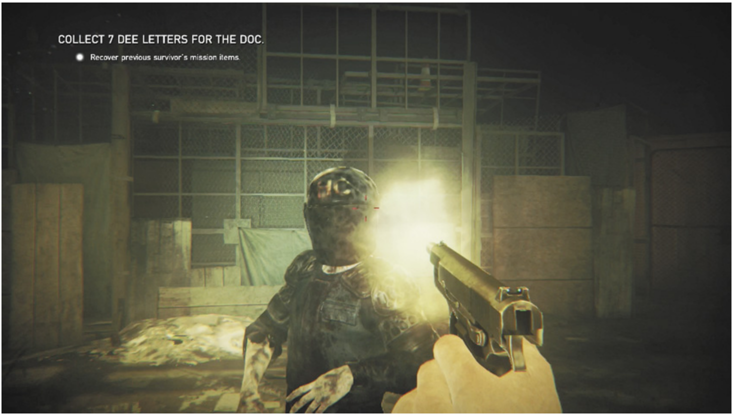
COLLECT 7 DEE LETTERS FOR THE DOC.

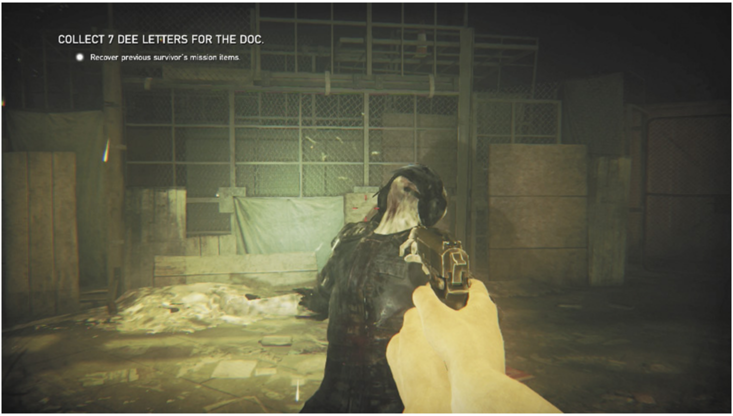
- Recover previous survivor's mission items.

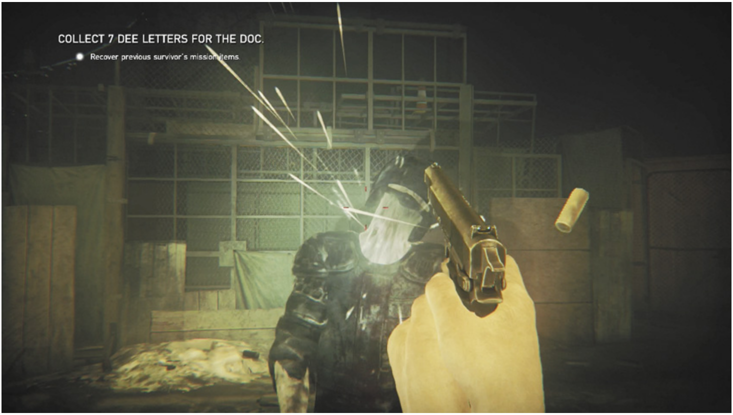
The cage to the side of the arena is an asset you should be using repeatedly: While “herding” these foes, make sure they’re all heading your way and then enter the cage. Turn and push them back as you enter to ensure all follow each other into the cage. Then run out the opposite end. Closing the gates (at each end) behind you traps your enemies.

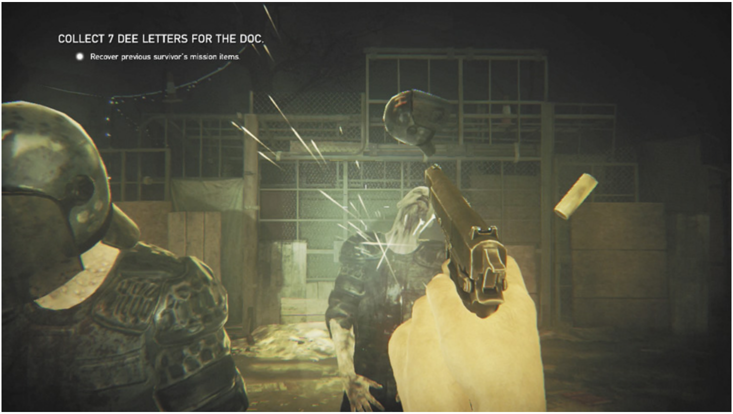
Wait for the Infected to bash the cage door open, and stand where all of them can see you, ideally with a gas canister between them and you. When they escape, your enemies are likely to be clustered closer together. Then repeat Step 4.

STEP 6


COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items.

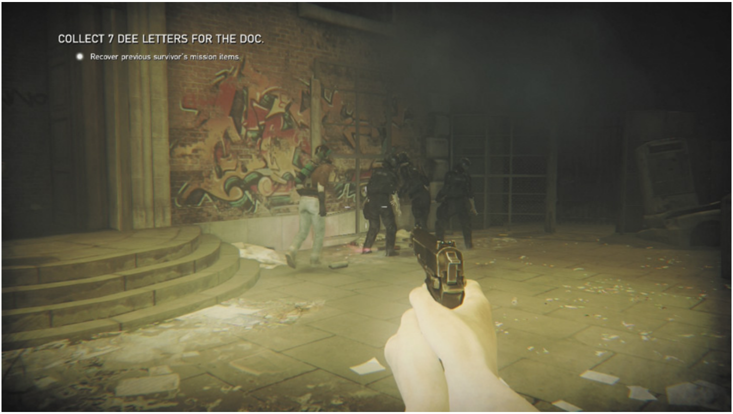

COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items.


COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items.


COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items.

Finish off any stragglers. You have enough bullets to take out one of the three Armored Guards with some well-aimed pistol shots, but you can't use this technique all the time. When finishing such a foe, get into the "rhythm method" of takedowns, shooting their heads as they loll back to an upright position.

STEP 7

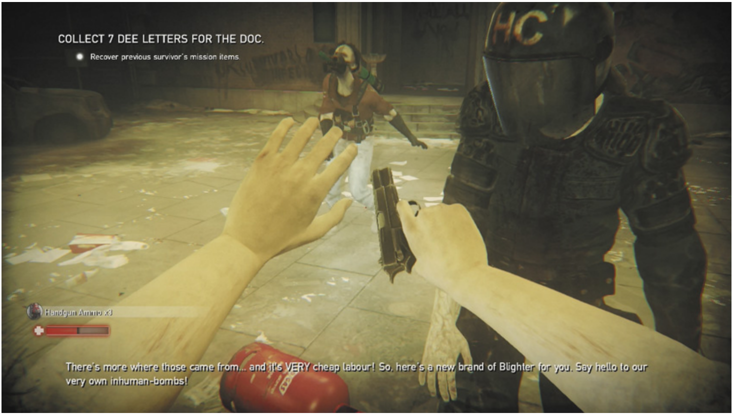


COLLECT 7 DEE LETTERS FOR THE DOC.

- Recover previous survivor's mission items.

You have a single flare, which you should use if your previous plans are failing spectacularly. Lob the clare into a corner so your foes congregate there, and shoot the Explosive Hunter to tear everyone apart. No Hunter? Then place the flare near a gas canister and perform the same action.

STEP 8

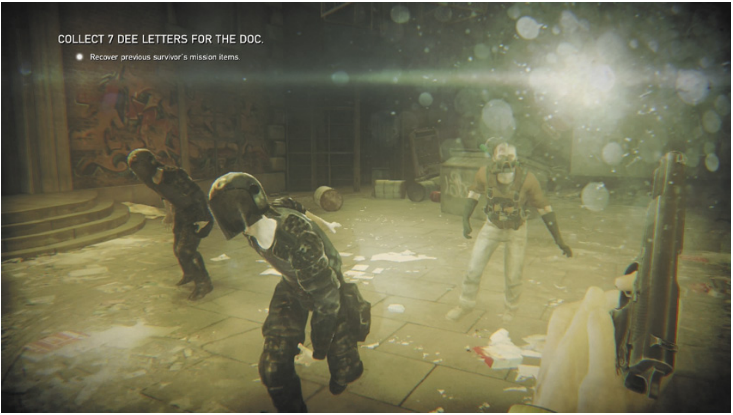


COLLECT 7 DEE LETTERS FOR THE DOC.

- Recover previous survivor's mission items.

There's more where those came from... and it's VERY cheap labour! So, here's a new brand of Blighter for you. Say hello to our very own inhuman-bombs!

Shoving. You may not have a full complement of weaponry, but you do have the ability to waylay your foes through brute strength. Push your enemies back so one staggers into the others (keeping them closer together), or push one back if you want to prevent it from escaping a cage. Push before you sprint through or around foes, too.


COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items.

For the second wave, King Boris gets on the loudspeaker and introduces the Explosive Hunter as the next form of “cheap labor” to arrive and thwart your progress. Perform the same techniques as previously described, but try to hit the Hunter so it explodes and catches the Guard in the blast. Save the canisters for future waves, if you can.

For the third wave, three Armored Guards and an Explosive Hunter fall into the arena, usually at the doorway ahead. This is actually a good time to fire and explode the Hunter, before the enemies split apart. Otherwise, your previous tactics come into play.

Tip

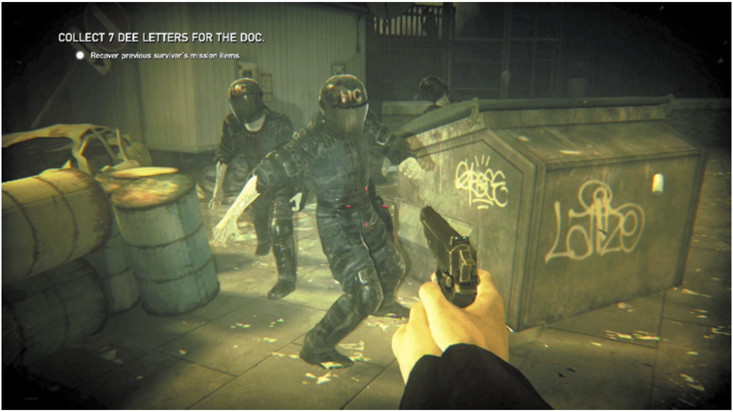
During every wave, it’s a good idea to stand close to the perimeter wall facing the church front, and watch for where your foes drop from. Try to deliver a blow to an Explosive Hunter before all foes spread out.

Testing Your Mettle

Incoming Infected

COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items.

St. George's Church (Arena Wave #4): Armored Guard (x2), Hunter


COLLECT 7 DEE LETTERS FOR THE DOC.
○ Recover previous survivor's mission items.
HC
HC

St. George’s Church (Arena Wave #5): Armored Guard (x3), Hunter (x2), Spitter

COLLECT 7 DEE LETTERS FOR THE DOC.

- Recover previous survivor’s mission items.

After you've removed the third wave of Infected, King Boris seems impressed. So much so that he opens the gate behind your starting location, which leads along a path to a London bus , a metal wall, and a section of grass with a small ornate gazebo and some crates on it. Depending on your inventory situation, spend a few moments gathering ammunition and at least one mine.

There's a mine and flare on the rickety ramp at the back of the bus. Gather them by running back as soon as the main gate opens.

There's a large box of bullets in the grass, close to the thin gazebo on the upper grass area. That's well worth taking on your jog around these parts.

The remaining items are on top of the red bus. Gather everything you can, and climb the bus via the boxes near the small electrified pond. Drop off the bus onto the top of the wooden ramp to avoid taking damage.

ITEM // FLARE (2)

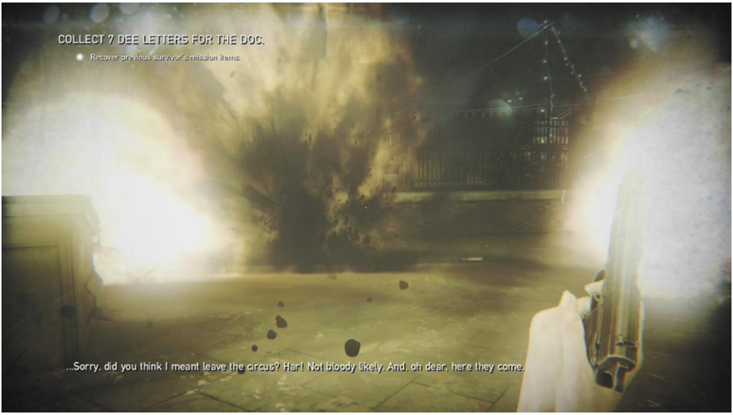
ITEM // MINE (3)

ITEM // HANDGUN AMMO (2 locations)

STEP 9

While Boris is still chin-wagging, get atop the bus and grab the additional ammo, flares, and mines you need. Then figure out the best way to deal with the fourth wave of foes. Remember you can pass between the old and new areas of the arena via the grassy knoll and the main pathway.

STEP 10


COLLECT 7 DEE LETTERS FOR THE DOC.

- Recover previous survivor's mission items

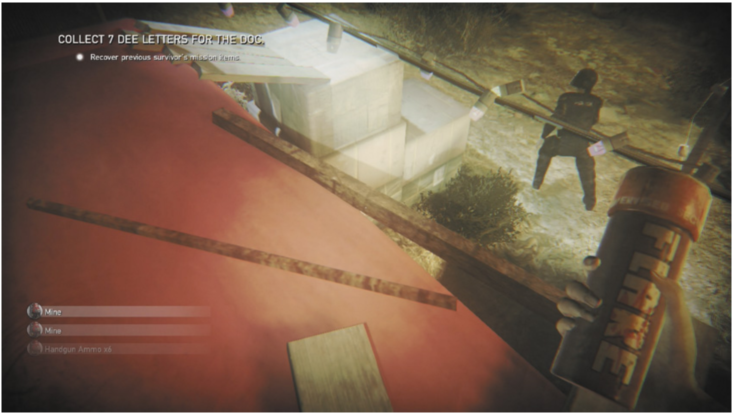
...Sorry, did you think I meant leave the circus? Har! Not bloody likely. And, oh dear, here they come.

One plan is to lay a mine on a narrow area where some of the enemies are known to walk (e.g., between the two parts of the arena). This is a reasonable idea, but it's better to coax foes onto a mine by laying it and then lobbing a flare once you "herd" everyone nearby (so a straggler doesn't detonate the mine by mistake).

Caution

Mines are incredibly dangerous. You can blow yourself up if you lay the mine and then step on it!

STEP 11

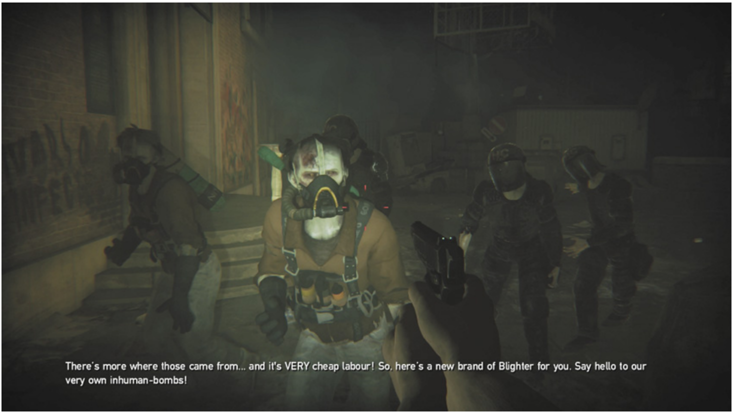

COLLECT 7 DEE LETTERS FOR THE DOC.

- Recover previous survivor's mission items

Another plan is to climb atop the bus, lay a mine on the crates for a foe to crawl on, and then "summon" all the Infected by lobbing a flare at the grassy area below the boxes. When the foes scale the bus, expect a sizable detonation.

Caution

The fairy lights near the bus descend into a small pond; this shocks Infected (and you) who wade into it. Dropping a flare nearby can impede your foes, but there are better uses and the area is a little enclosed to be useful. Also, don't spend too much time on the grassy knoll, as it's too congested and it's where the foes spawn from.

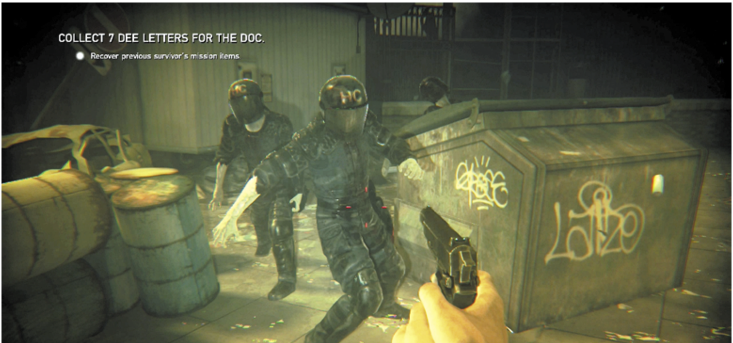


There's more where those came from... and it's VERY cheap labour! So, here's a new brand of Blighter for you. Say hello to our very own inhuman-bombs!

For the fourth and fifth waves, use the previous methods detailed earlier (if any canisters remain). When the fifth wave of foes appears, take down the Spitter as early as possible, even if it means training bullets on it. This is the only foe with a ranged attack, which makes it troublesome to herd. Follow previous steps until everything that shambles is in chunky pieces scattered across the yard.

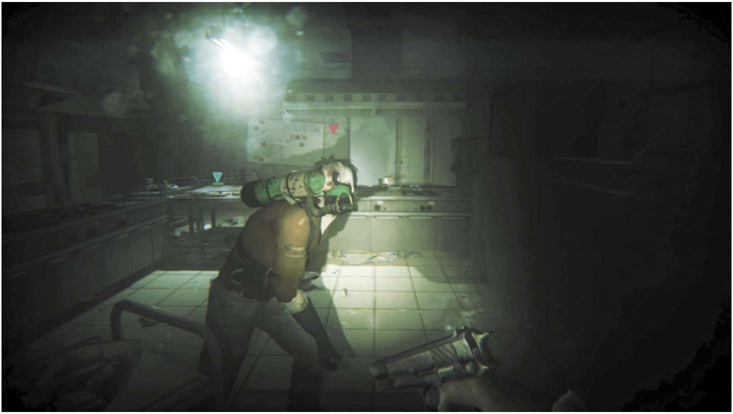
Hail to the King, Baby

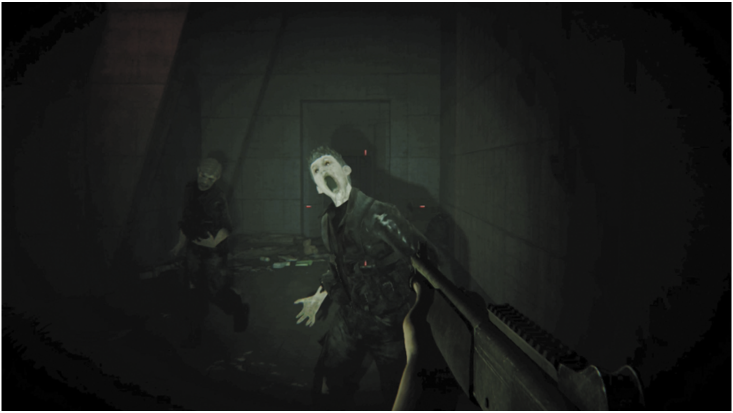
Incoming Infected



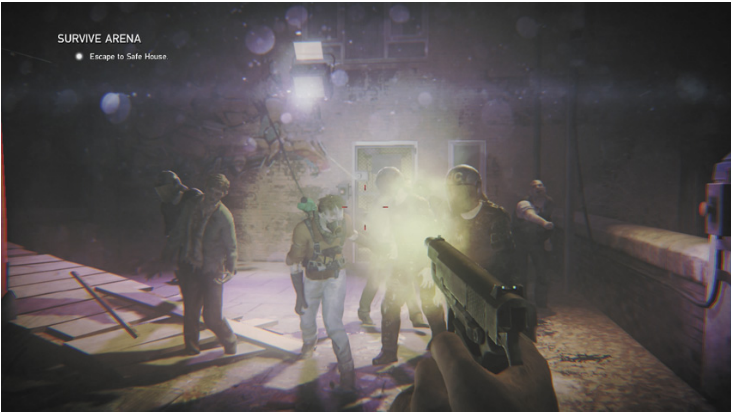
COLLECT 7 DEE LETTERS FOR THE DOC.

- Recover previous survivor's mission items



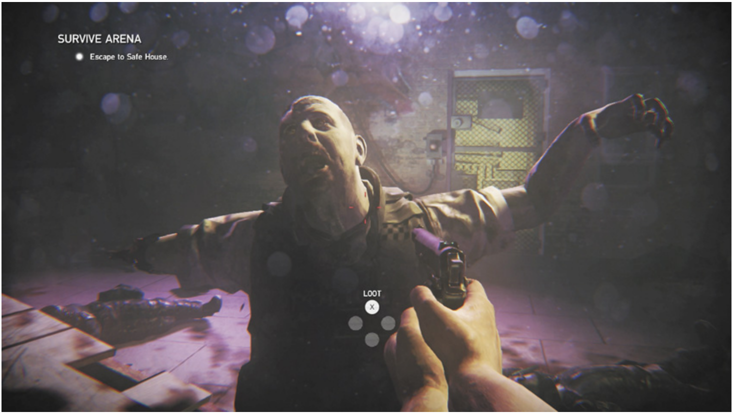


St. George's Church (Arena Wave #6): Armored Guard (x4), Explosive Hunter, Hunter (x4)

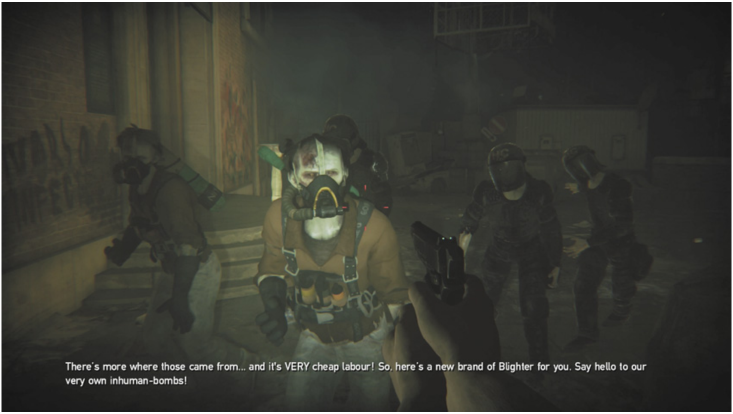


Once you remove the fifth wave, Boris seems suitably shocked and orders you to hit the big red button . He's ordered a quick death for you but seems to have his own Infected problem. As his screams echo in the churchyard, hit the button across from the bus to raise the large metal wall. Naturally there's six slavering foes ready to eat you....

STEP 12



Don't immediately hit the red button. Instead, move to the metal wall and place a mine below the horizontal slot and back up (don't walk on the mine or place it too close to the wall, or your battle ends embarrassingly for you). Now hit the button, backing up to watch the mine rip apart all six zombies. Finish anything else that moves, watching for an Explosive Hunter and a Hunter, which are summoned in the old arena behind you; back well away before blasting it!

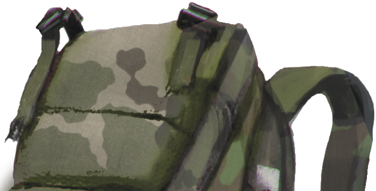

There's more where those came from... and it's VERY cheap labour! So, here's a new brand of Blighter for you. Say hello to our very own inhuman-bombs!

For the sixth wave, use what remaining ammunition you have. Coax the remaining foes away from the raised metal wall, then run to it yourself, hitting the other red button to lower the wall again. Pick up your BOB and listen to the Prepper, who's been waiting to shout at you for a while.

Tip

Another option is to hit the red button, rush into the main arena, dash around the obstacles and through the cage until all the foes are in here, and then lob a flare into the opposite corner. Then shoot the Explosive Hunter and remove multiple threats that way.

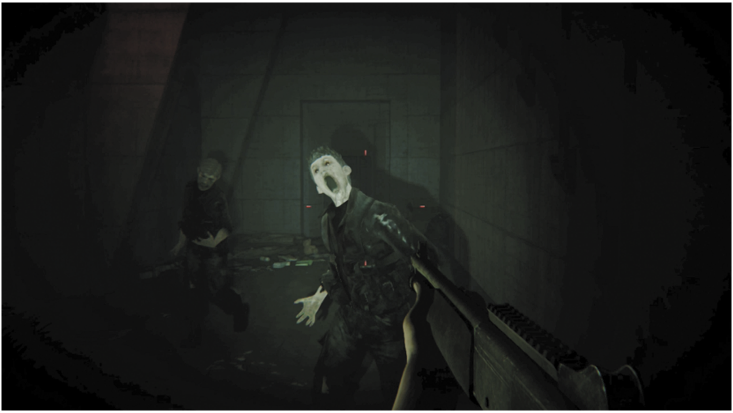
GEAR // BACKPACK XXL



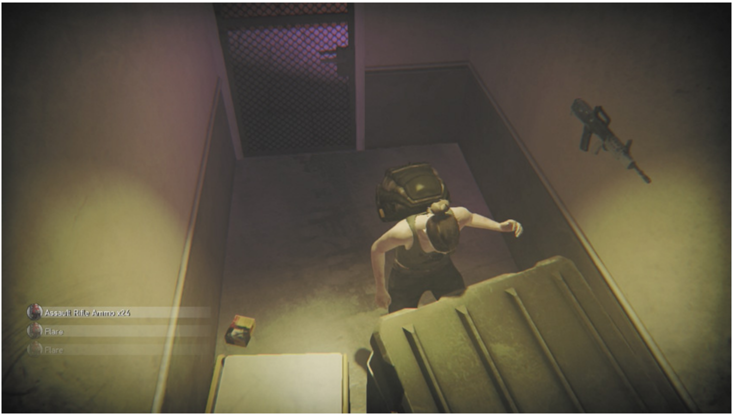
Objective 2: Escape to Safe House	
Danger Level:	● ● ● ○ ○

- Objective Marker: Yes
- Survivor Score: 10
- Special Instructions: None

Incoming Infected



St. George's Church (Catacombs): Enraged, Hunter



If there are still Infected in the area, hit the red button next to the gate and bring the wall down, spinning around to check you didn't trap any in with you! In the brief respite you have, use your lockpicking tools (remember, they're in your BOB next to the gate!) and open this ammo stash. Grab the powerful-looking rifle from the wall, gather ammo and other items, and search the container for a wealth of items:

ITEM // ASSAULT RIFLE AMMO (x48)

BEAR
7.62 x 39mm
122GR. FMJ
COPPER JACKETTED
STEEL CASE
NON-CORROSIVE
20 CARTRIDGES
Made in England
BEAR
BEAR
20 CARTRIDGES
Made in England

ITEM // MISCELLANEOUS AMMO

WEAPON // FLARE (x2)

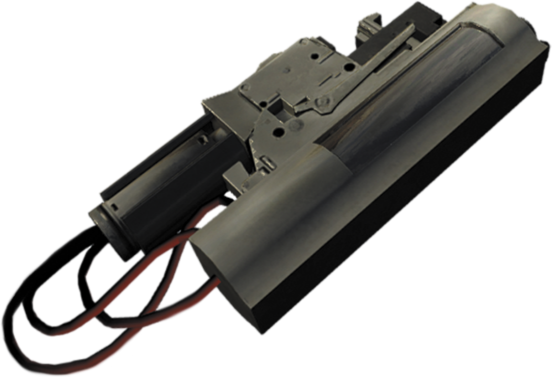
WEAPON // SA80a2 ASSAULT RIFLE (x30 AMMO)

Weapon // SA80a2 Assault Rifle

“That’s an SA80. Must have come from an Army regular, the poor bugger.”

Tool up, strike the red button, and head back into the arena. You can drop any remaining foes or flee from them; the barred gate near the trash bin is available to be lock-picked. Use a flare to keep the enemies at bay while you open the gate. Then check the immediate area for a Firepower Upgrade before you drop down the ladder, back down into the catacombs.

UPGRADE // FIREPOWER UPGRADE



Expect a foe or two in the metal room at the bottom of the ladder. Check the metal locker for more items before locating the previously barred door and escaping into the dark storage facility. Open the door, watching for an Enraged Infected (this could be the time to test out your new assault rifle and check the Enraged for a possible upgrade). Duck into the ductwork, heading toward the Safe House you unlocked during the last mission. There's no need to wade through the sewer to get back; that's just the long road home!

Tip

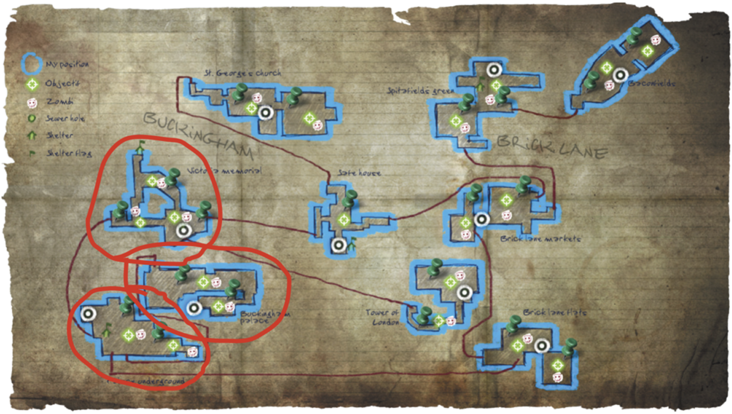
You might want to check the small mausoleum before you go; the Large Medipack is available if you died during the arena battle.

Mission 14 Completed: Maximum Survivor Score: +210

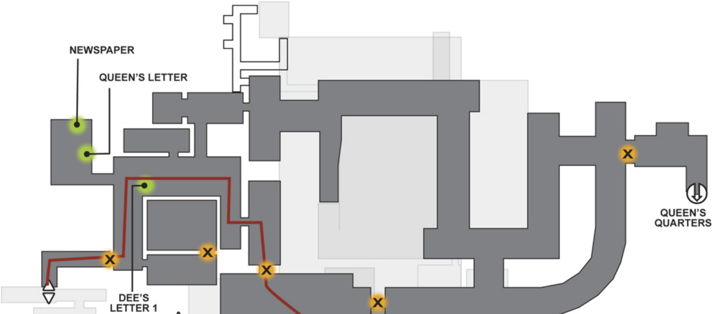
Missions

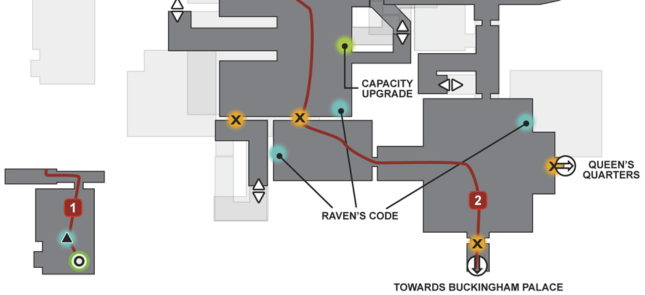
Mission 15

RETRIEVE THE PANACEA

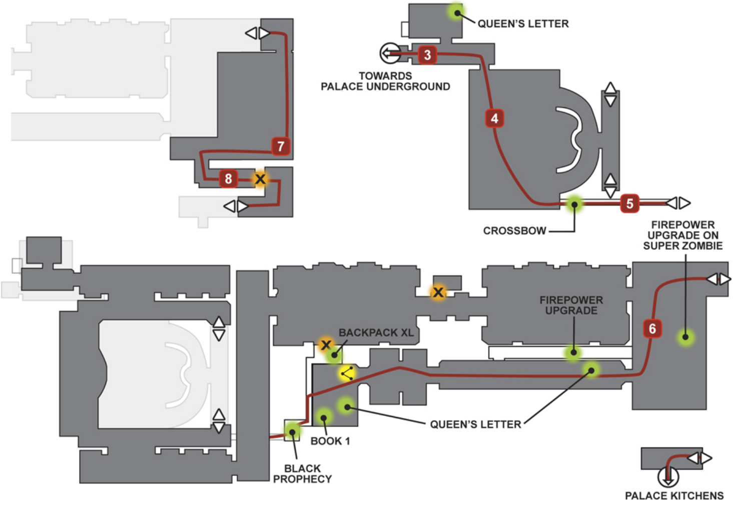


Location: Palace Underground (Royal Bunker)



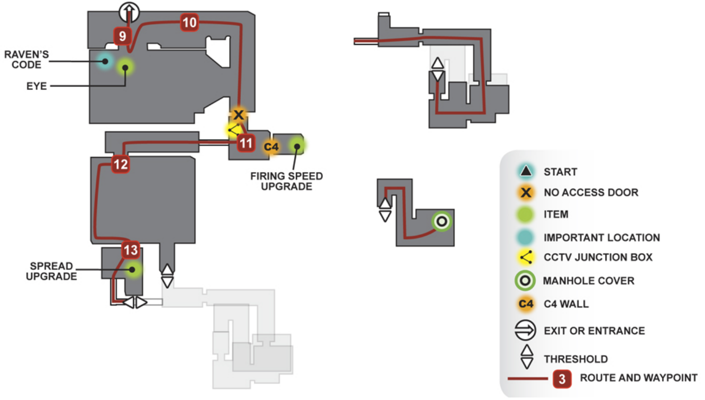


Location: Buckingham Palace (Interior)

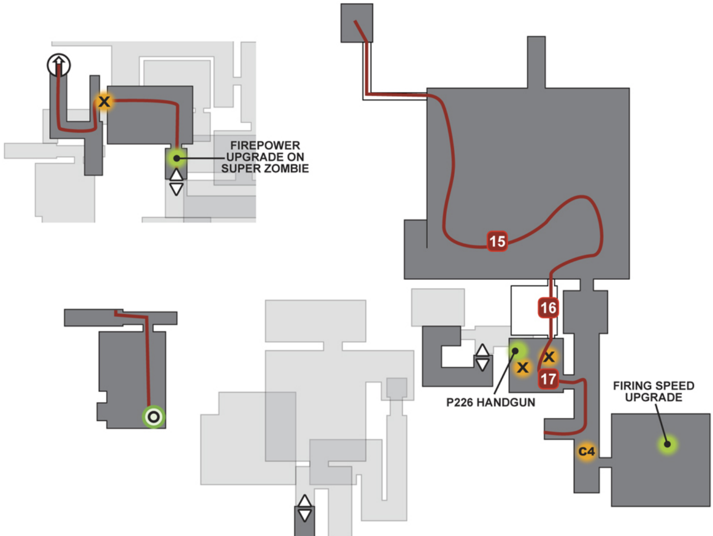


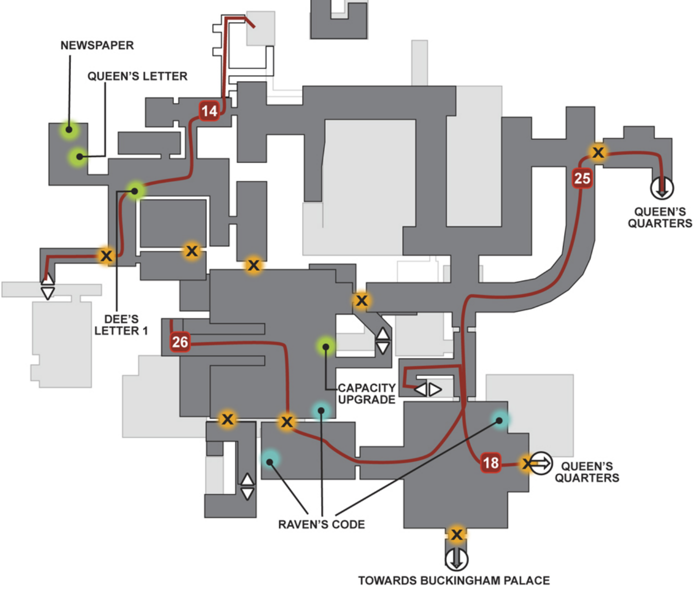
Location: Buckingham Palace (Kitchens)

PALACE INTERIOR

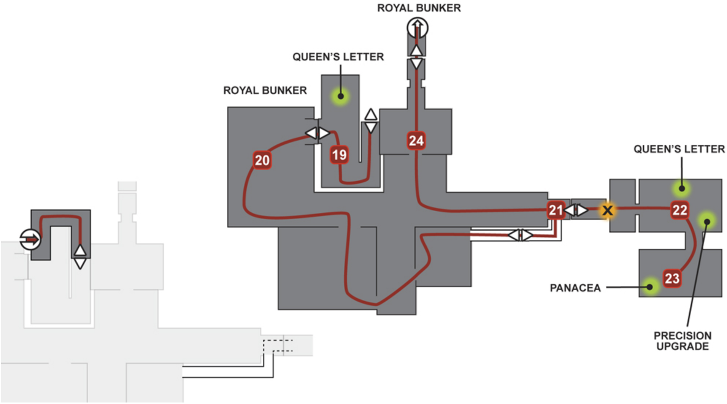


Location: Palace Underground (Royal Bunker)

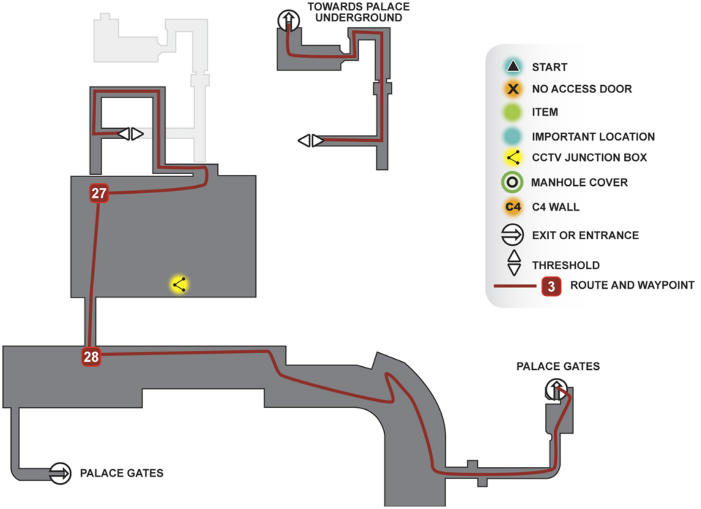




Location: Palace Underground (Queen's Quarter)



Location: Victoria Memorial (Sewer)



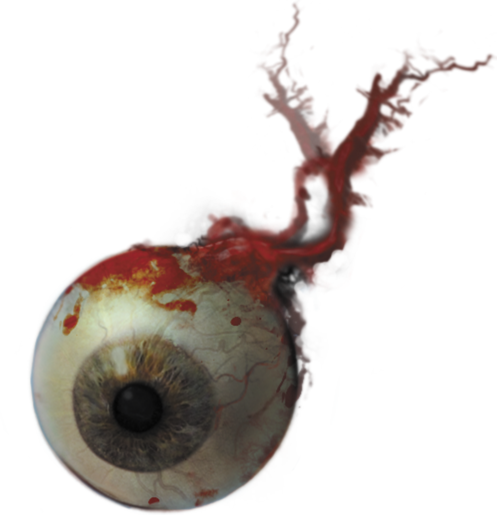
Overview

This is for all the marbles, which is especially important for your continued well-being, as the Prepper seems to have lost his and is actively blocking lines of communication. Press on with your plans regardless, and rendezvous with the doctor. However, your plans aren't quite as straightforward, as you end up battling your way through the interior of the palace once more, and your eventual meeting with the Doc isn't quite as cordial as it has been in the past. Fighting your way back to the bunker, then through the queen's private quarters, you eventually obtain the necessary panacea. An already fraught exploration becomes alarmingly tense as every alarm in the place goes off, and blast doors start to descend. It's only after you've valiantly bludgeoned your way out to the sewers that you realize the situation on the ground is even worse than you previously imagined....

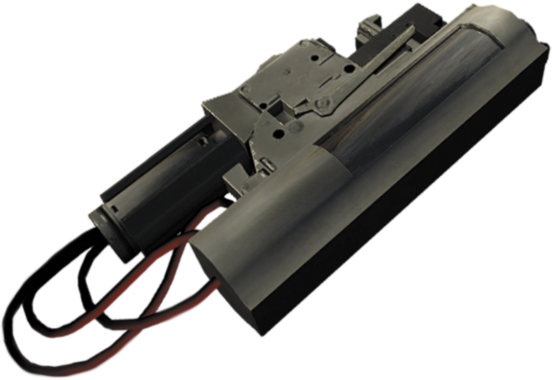
Objectives

- Objective 1: Meet the Doc in the Queen's Quarter.
- Objective 2: Find the Doc in Buckingham Palace.
- Objective 3: Kill the Doc.
- Objective 4: Pick up the Doc's eye.
- Objective 5: Return to Queen's Quarter.
- Objective 6: Download Panacea formula.
- Objective 7: Retrieve Panacea formula.
- Objective 8: Escape the Palace Underground.

Important Items



Doctor Knight’s Eye (2)

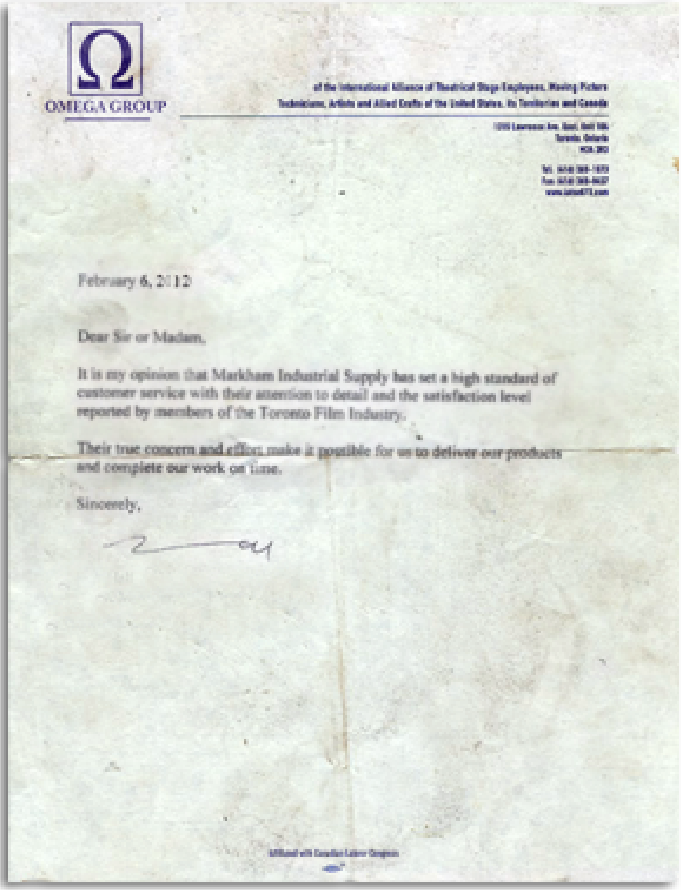


Upgrade: Firing Speed

Upgrade: Spread

Upgrade: Firing Speed

Upgrade: Spread



OMEGA GROUP

of the International Alliance of Theatrical Stage Employees, Moving Picture Technicians, Artists and Allied Crafts of the United States, Its Territories and Canada

February 6, 2012

Dear Sir or Madam,

It is my opinion that Markham Industrial Supply has set a high standard of customer service with their attention to detail and the satisfaction level reported by members of the Toronto Film Industry.

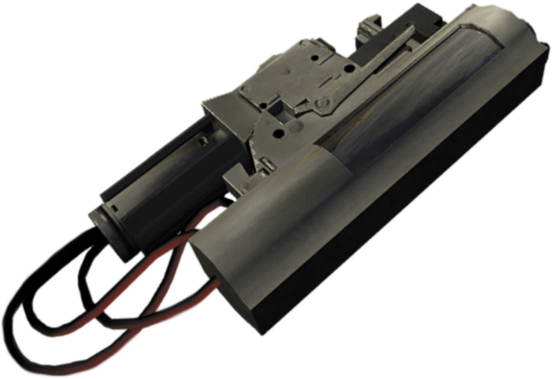
Their true concern and effort make it possible for us to deliver our products and complete our work on time.

Sincerely,

Affiliated with Canadian Labour Congress

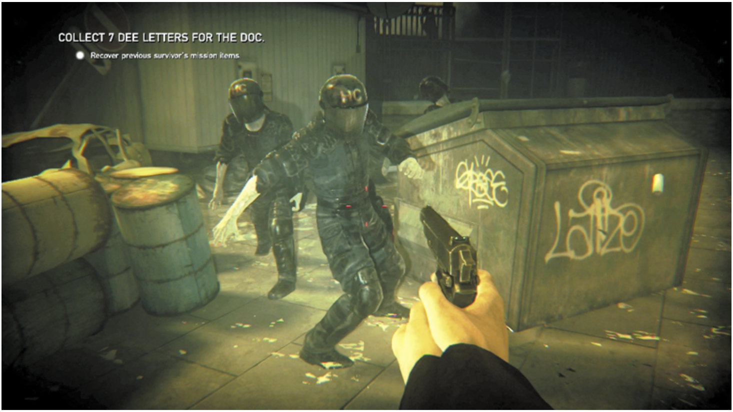
Queen's Letters #6

USB Key (Panacea)

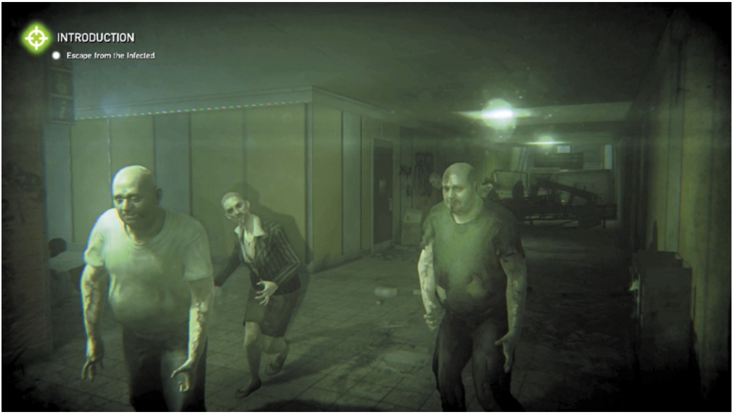


Upgrade: Firepower

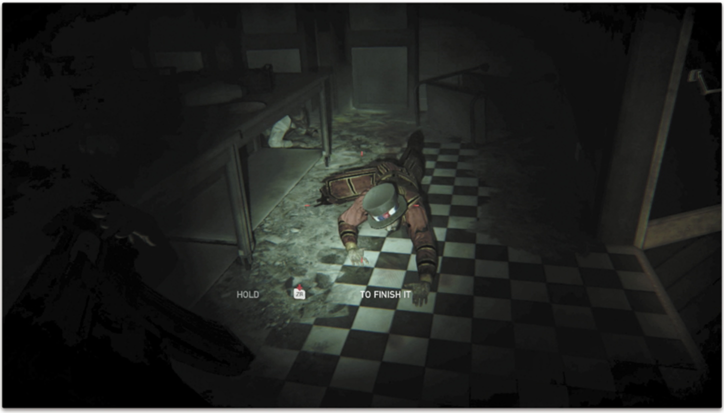
Enemy Appearances


COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items

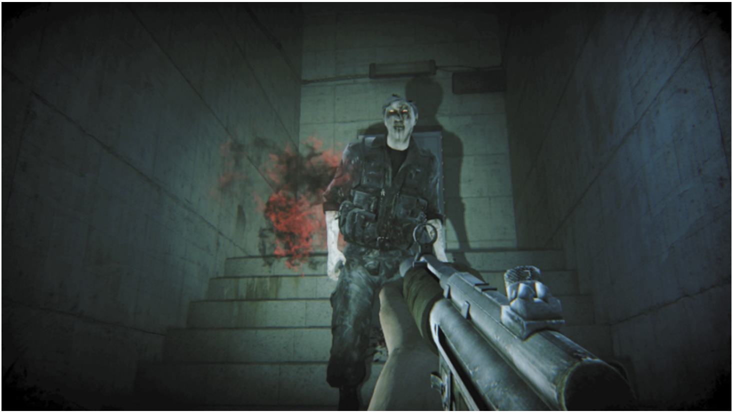
Armored Guard



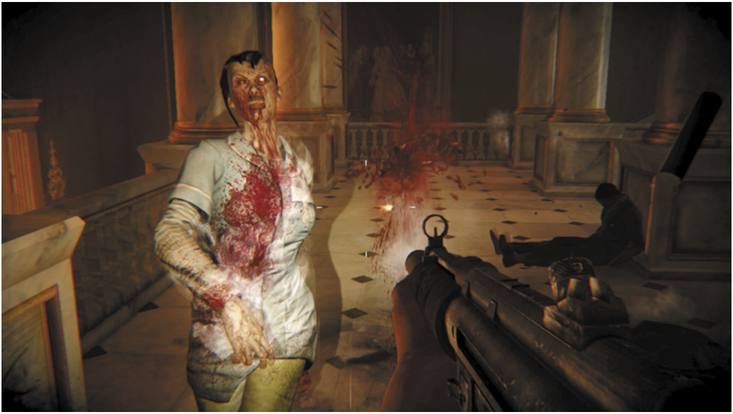
Blighter



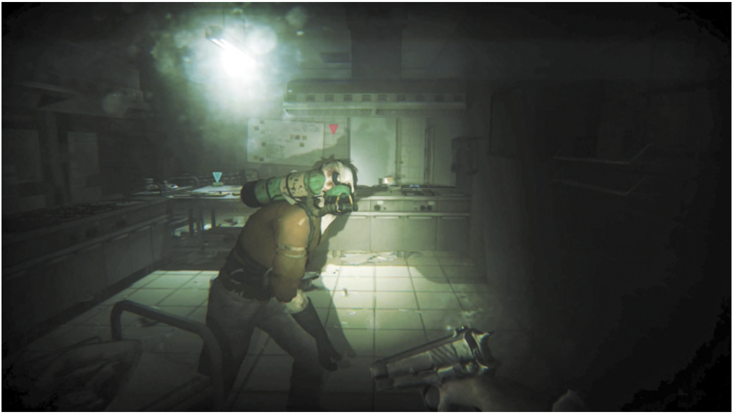
Crawler



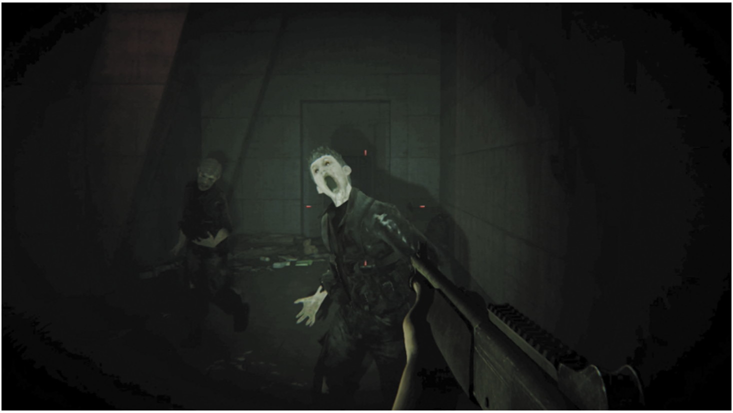
Enraged



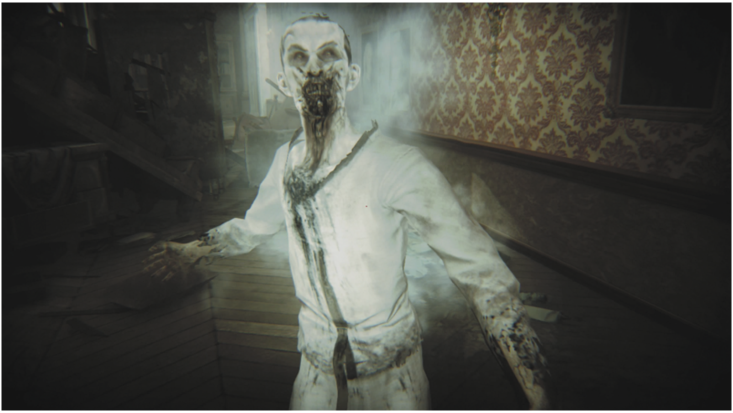
Evolved



Explosive Hunter



Hunter



Spitter

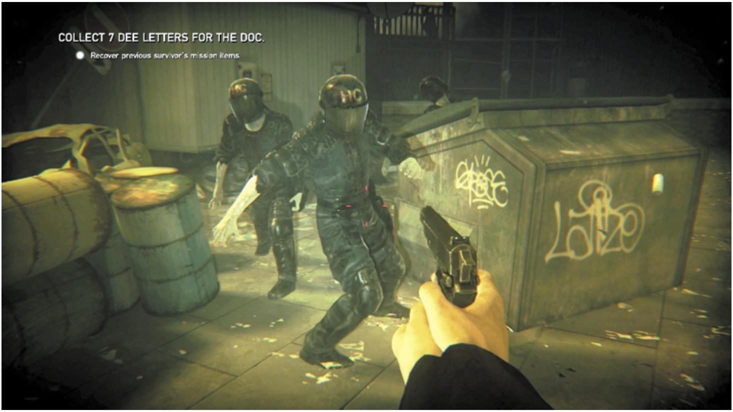
You Disappoint Me. Prepper Out.

Objective 1: Meet the Doc in the Queen’s Quarter

Objective 2: Find the Doc in Buckingham Palace	
Danger Level:	● ● ● ● ○

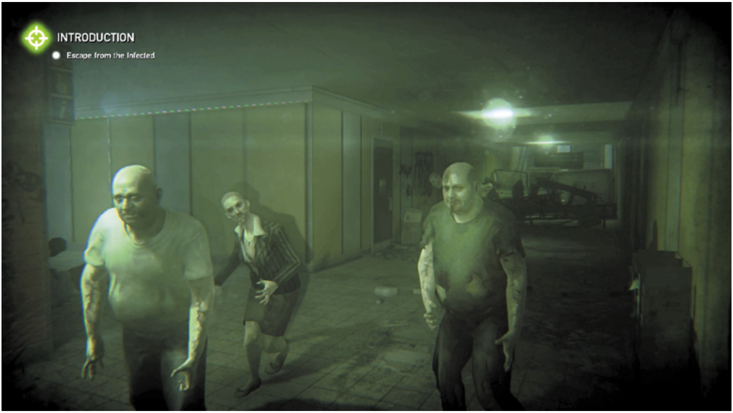
- Objective Marker: Yes
- Survivor Score: 50, 200
- Special Instructions: Objective 1 can be skipped.

Incoming Infected



COLLECT 7 DEE LETTERS FOR THE DOC.

● Recover previous survivor's mission items



INTRODUCTION

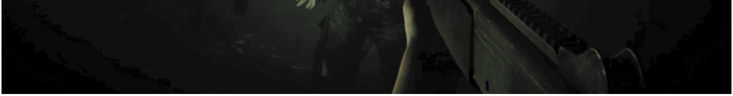
● Escape from the Infected

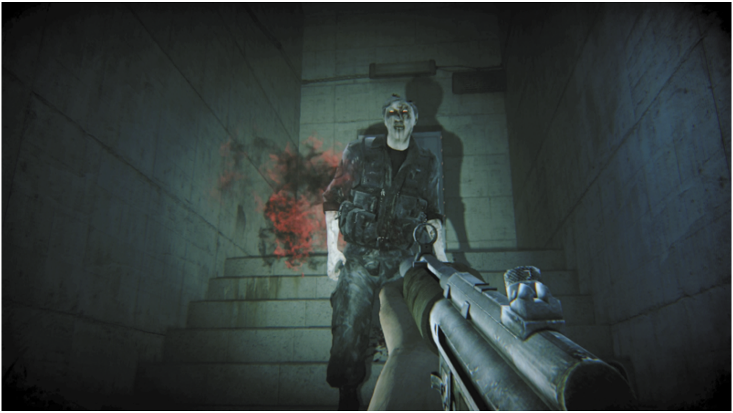
Buckingham Palace (Interior: Plan 1): Armored Guard, Blighter, Explosive Hunter, Hunter, Enraged, Spitter (9)

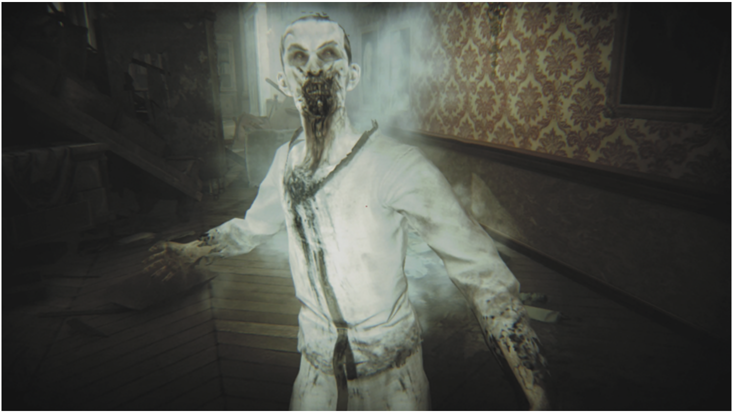
COLLECT 7 DEE LETTERS FOR THE DOC.

○ Recover previous survivor's mission items

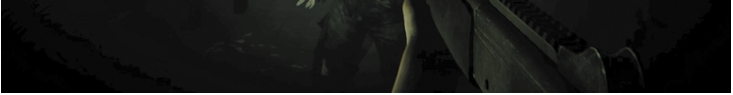
INTRODUCTION
Escape from the Infected







Buckingham Palace (Interior: Plan 2): Armored Guard, Blighter, Explosive Hunter, Hunter, Enraged, Spitter (5)



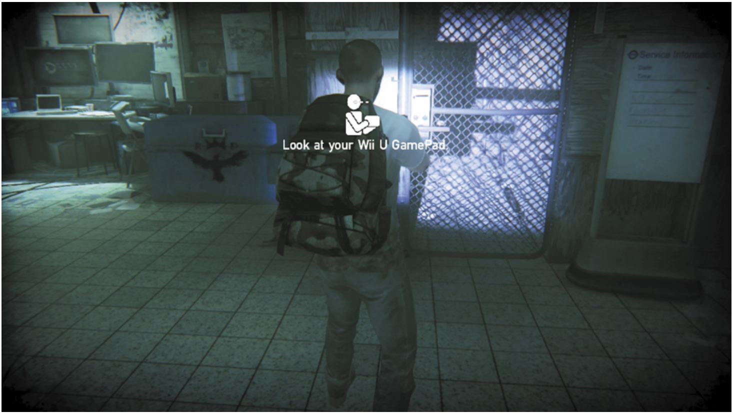
Buckingham Palace (Hallway and Stairs): Enraged, Evolved, Hunter (4)

Note

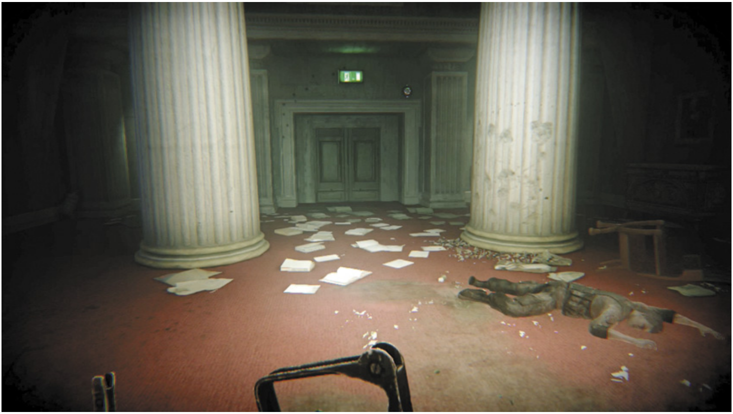
Before this mission can commence, you must have completed all of Mission 08 and located all of Dee's Letters throughout London.

Tip

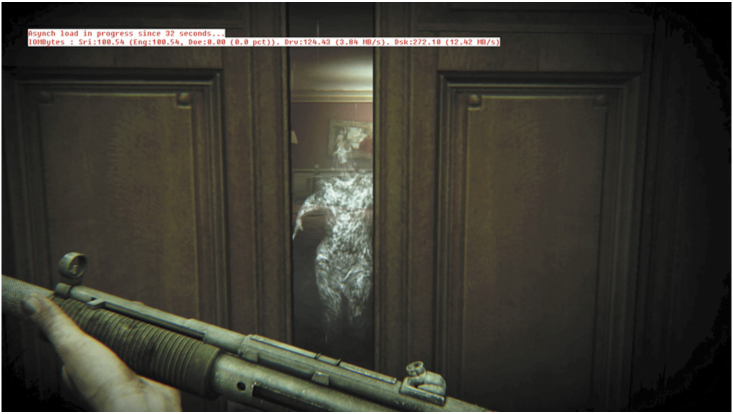
Bring along three of your favorite weapons (upgraded as much as possible and with all available ammunition), some health, and your wits about you.



The Prepper isn't happy at the best of times, but he's particularly irate now he's found out you've been working with a scientist—one of the folks responsible for the Blight in the first place! He's stubbornly refusing to help your progress and cuts off all lines of communication. He even locks the two chain-link gates in your Safe House! After a short sleep, scan and hack the locked door leading to the manhole, and take a shortcut to the Palace Underground (Royal Bunker) [1].

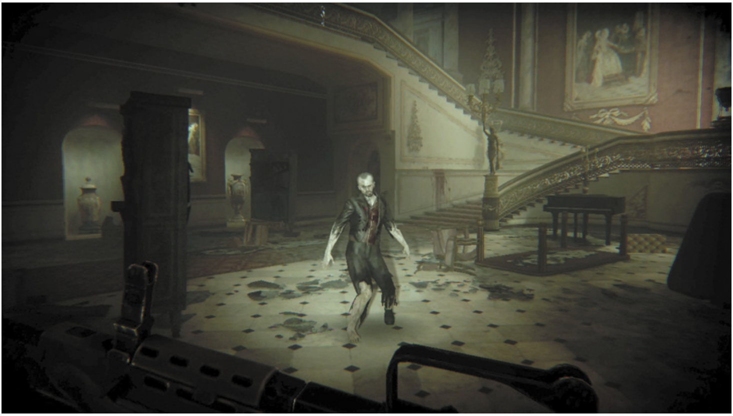


Head up and into the doctor's laboratory. That's strange; the Doc seems to have left his post. That's...good news, right? Your objective updates. Move toward the hub chamber and then into the Royal Entrance chamber (with the "odd" paintings and a door with the manticore motif on it). Approach the royal elevator [2], and take it up and into the palace.



```
Asynch load in progress since 32 seconds...
IOMBytes : Sri:100.54 (Eng:100.54, Doe:0.00 (0.0 pct)). Drv:124.43 (3.84 MB/s). Dsk:272.10 (12.42 MB/s)
```

As the elevator doors slowly open, a piercing scream fills the car, and you hear a familiar crackle of electricity. The shape of a figure, like the specter you fought deep under the nursery, rushes you. It can't be harmed and serves only to unnerve you. Step through and begin your second assault through the palace interior [3].



Enter the grand entrance foyer [4] and look diagonally across at two Infected crouched over the corpse of an Explosive Hunter. Shoot the pack off the Hunter so all of them are consumed in the explosion. Then quickly search the area for additional items. At this point, you need to reach the hallway and stairs at the opposite end of the palace. You can choose one of two routes:

Plan 1: State Room Slaughter

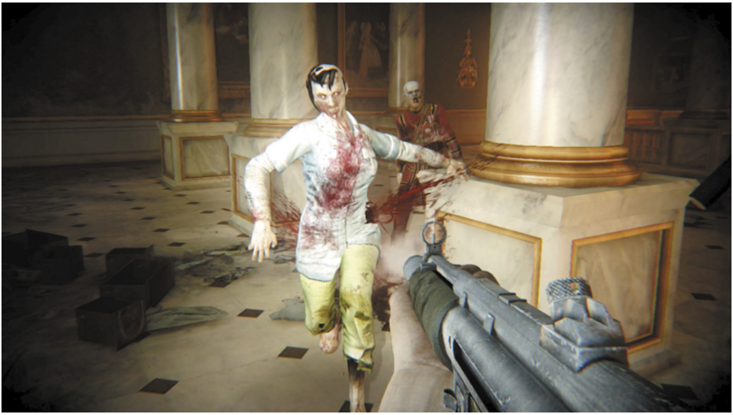
Effectiveness:	💀💀💀☠☠

- Back in Mission 06, you moved up the grand staircase, around to the connecting corridor, and through two staterooms (one of which was ablaze) to reach the hallway and stairs. Use this route if you wish. A random assortment of enemies, including Hunters (both explosive and otherwise), Armored Guards, a Spitter (or two), and Enraged Infected will try delaying your progress throughout this route. Expect two or three foes per room. Rest assured, many of them will also be wearing funny hats. Bring out your best head-popping hardware and get going!

Plan 2: Crawl Space Chaos

Effectiveness:	☠☠☠☠☠

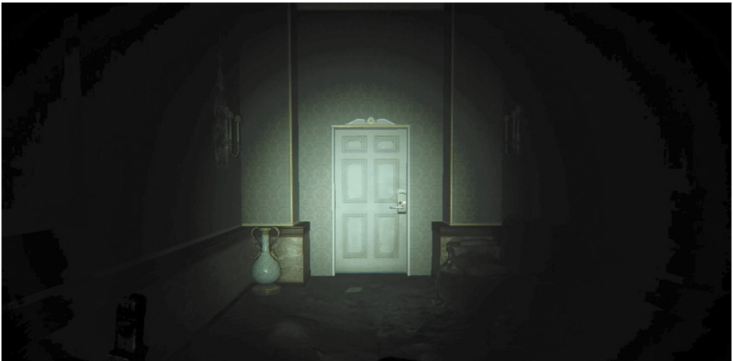
Alternatively, if you used the crawl space from the main office (where you found de rimedi secreti during mission 06), you should employ this route.begin at the grand entrance, locate the rotating plinth to the right of the main stairs [5], wait for it to rotate, and head along the crawl space, past the spot where you picked up the crossbow.if you didn’t use this as an escape route, the ladder won’t be accessible and you’ll need to use plan 1.if the ladder is down, clamber up, work your way into the office, and head down the long blue corridor.expect combat in the office and blue corridor (but only four or five foes; far fewer than in plan_1).



Expect an Enraged foe to spot you as you reach the hallway and stairs [6]. Take the upgrade from its corpse, then climb the stairs after fleeing or dropping any other enemies that may be lurking here (such as incoming foes from previous chambers or the Hunter that's usually lurking in these parts). Your route takes you across the pillared balcony and through a previously inaccessible doorway.

However, aside from a Hunter, there are two terrifying Evolved Infected crackling in and out of existence in this area [7]. Furthermore, they are responsible for causing the static interference that's plaguing your Prepper Pad's screen. As the next door you need to hack requires the Pad's functionality, the "static" needs to stop: And this means slaying both Evolved foes! Remove any other threats first; then stand in the far corner (opposite the corner with the hole in it) and wait for the first one to appear. Just as you did in the nursery, aim for the head until it collapses and disappears. Then strike the other one in the same way.

After you strike them, they congeal again and charge you. Staying in the corner means you can spot them more easily when they appear. Otherwise, remain with your back to the wall to minimize the chances of being slashed from out of your field of vision. Repeat the takedowns two more times for each Evolved, until both of them lie dormant on the ground.



Enter the palatial corridor off the balcony, and stand by the door at the far end [8]. Scan it using your hack, which unlocks the keycard lock. Then enter the undiscovered part of the palace!

Tip

You can try unlocking the door with the Evolved still active, but you're usually attacked from behind, or the static reappears on your screen before you can complete the hack. It is possible to unlock this door without slaying both Evolved, but it isn't recommended.

An Eye for the Main Chance

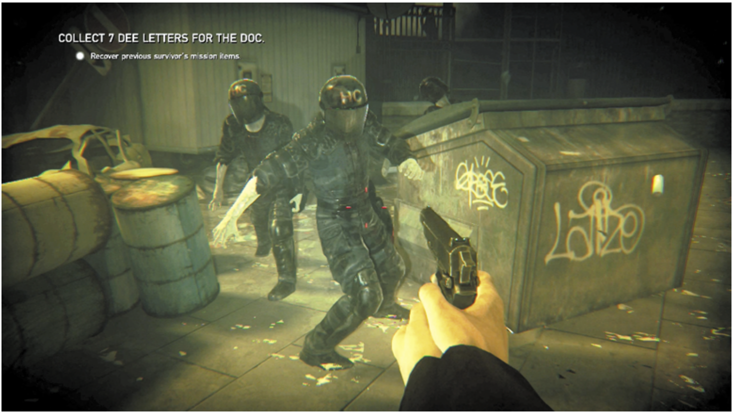
Objective 3: Kill the Doc

Objective 4: Pick up the Doc's Eye

Objective 5: Return to Queen's Quarter	
Danger Level:	● ● ● ○ ○

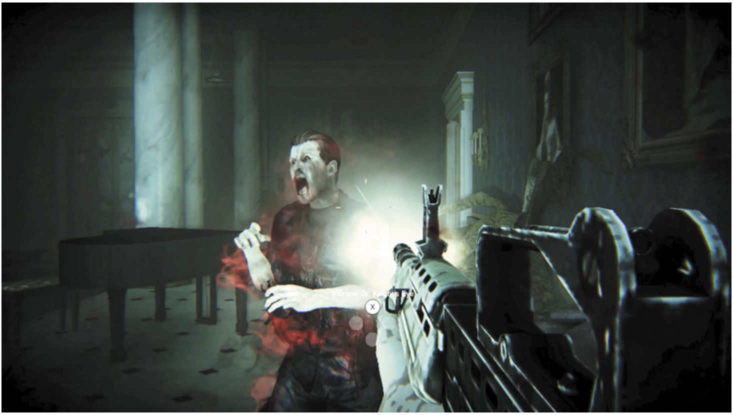
- Objective Marker: Yes
- Survivor Score: 100, 20, 20
- Special Instructions: None

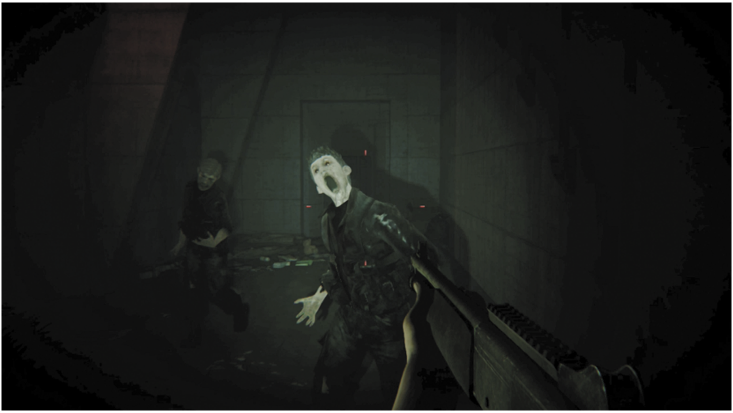
Incoming Infected



COLLECT 7 DEE LETTERS FOR THE DOC.

● Recover previous survivor's mission items

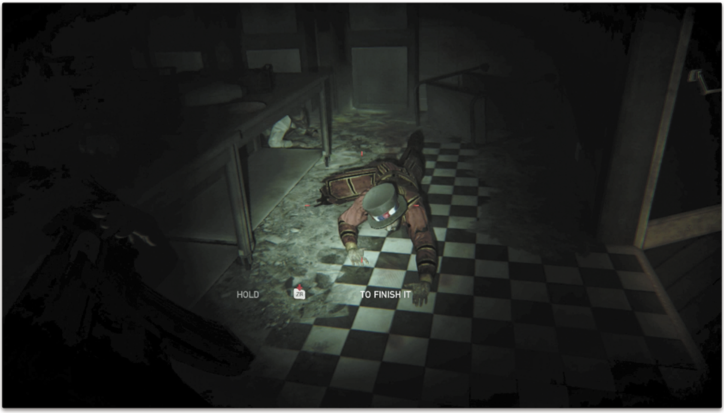


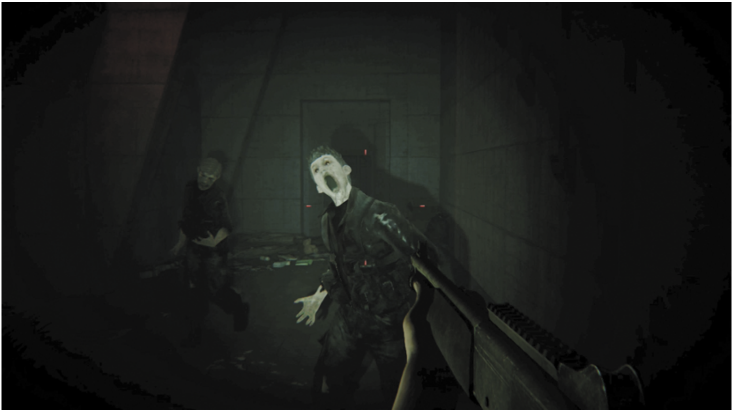


Buckingham Palace (Banquet Hall): Armored Guard, Dr. Knight, Hunter (3)

COLLECT 7 DEE LETTERS FOR THE DOC.

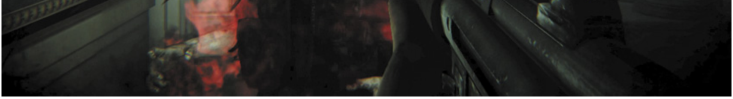
○ Recover previous survivor's mission items



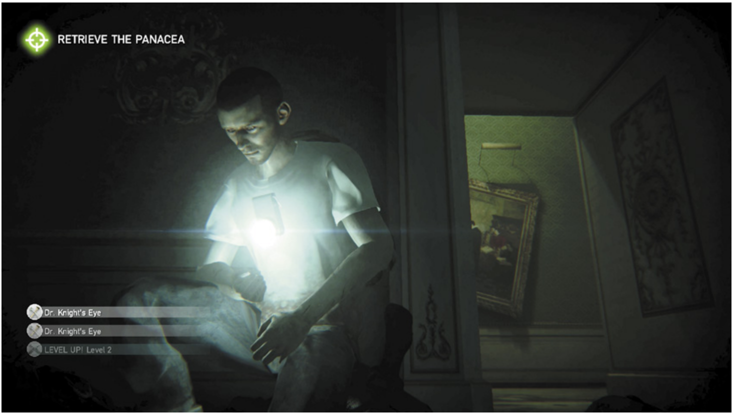


Buckingham Palace (Kitchens): Armored Guard, Crawler, Hunter (6)

Remove Dr. Knight's Eye
X

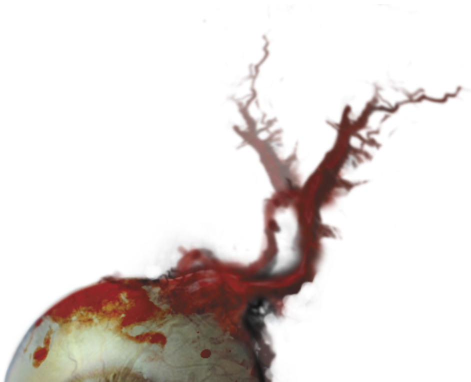


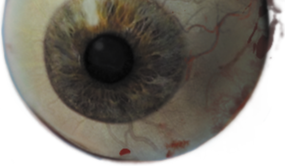
Descend the steps with your trigger finger at the ready, and enter the banquet room. Stay at the entrance; a frothing foe speeds toward you with the rage of the Blight; alas, it's the good doctor [8], now turned horrifically bad as he's finally succumbed to the effects of the Blight. You have no alternative but to kill him. His death shall not be in vain!

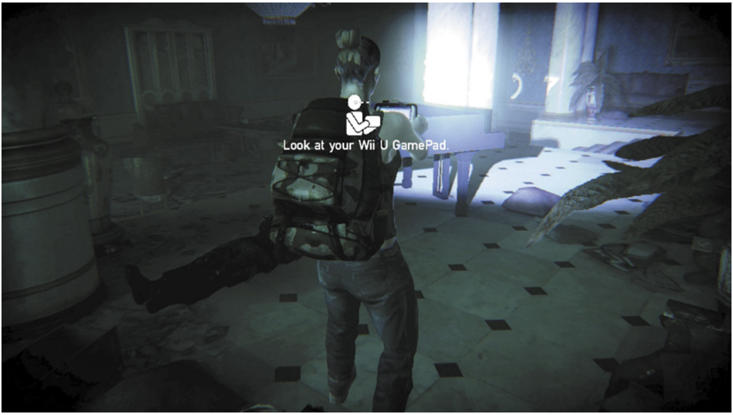


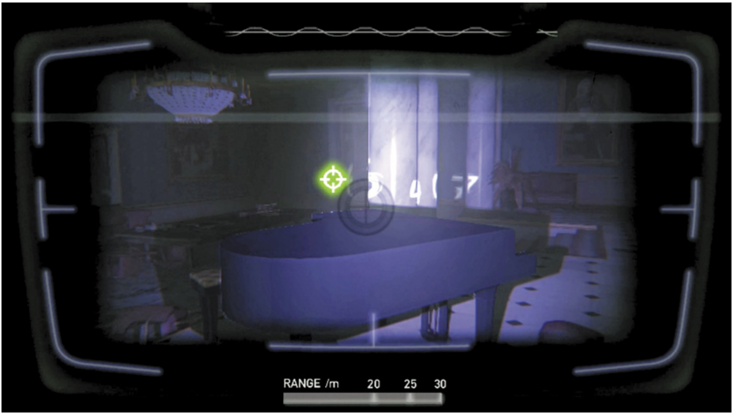
After saying your final good-byes to the good doctor, the objective updates. However, the area isn't safe yet; you want to make a thorough sweep of the banquet room, removing any remaining threats (that usually take the form of an Armored Guard and Hunter). Once you've secured this area, return to the doctor's corpse. The door to the Queen's Quarters activates only with a proper retinal scan. The only eyeballs suitable belong to the now-dead doctor. You'll need to scoop them up for yourself. Tap the Pad during your eye-gouging, and pocket both of them.

ITEM // DR. KNIGHT'S EYE (2)



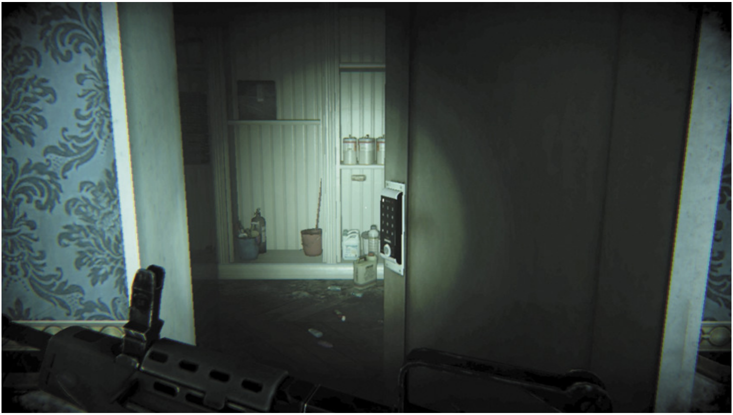



Look at your Wii U GamePad.



After that mental scarring, your objective updates, recommending you head to the Queen’s Quarters. You know the long route—back the way you came. But the banquet room holds a secret worth exploring: a quicker route and your final manhole cover. This is the recommended path to take. First of all, make a black light sweep of the chamber. You’ll see some strange painted signs on the far wall.

This isn’t the Enochian alphabet: These are sections of existing numbers! There are four of them, but working out what they are is tricky—that is, unless you know the correct place to stand! Stand behind the piano [10] and make the scan; the paint splattered across the columns and walls “joins” together from this perspective, and you can make out the code. Tap that in on the keypad door in this room.

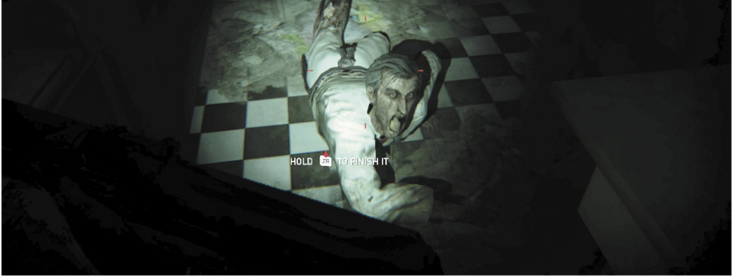


Enter the small closet [11] off the main banquet room, and thoroughly sweep the area. Here you’ll spot three areas of interest almost immediately:

- Look above the doorway to see a CCTV Junction Box. Hack it now.
- Look at the pile of trash and detritus. It requires C4 to remove. This is optional and allows you to open the door behind the trash, revealing a second, smaller storage room with items (including a Firing Speed Upgrade).
- Look down at the wall opposite the trash pile. This is an open duct, ready for your crawling inspection. Head down there when you wish to continue your exploration.

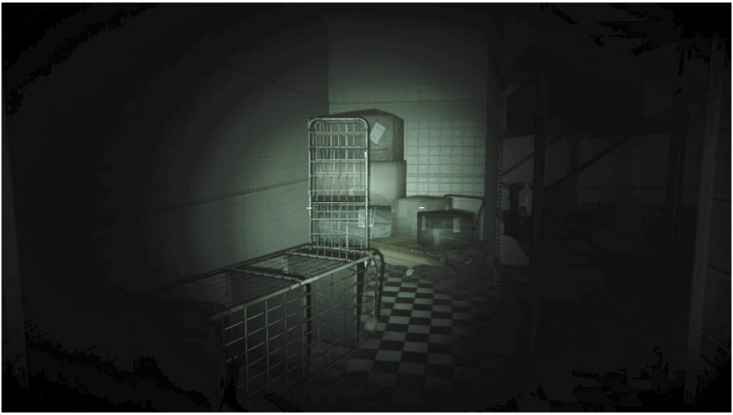
CCTV // JUNCTION BOX

UPGRADE // FIRING SPEED UPGRADE



Vault over the overturned table in the connecting corridor, and enter the palace kitchens [12]. As expected, this area is brimming with about six Infected. You don't want to succumb to their attacks so close to escaping, so prepare a couple of cunning strategies as you enter the kitchen:

- Dodge as much as you can while maneuvering around this area; the lack of space means you have to head around the ovens and preparing tables. Shove anything that moves out of your way, and make a beeline for either of the exits on the opposite wall.
- Or you can remain at the entrance, waiting for the Infected to come to you, and drop them as they cram through the kitchen door (or retreat back into the corridor). This is slightly safer, as at least half your foes are difficult to spot.
- The foes you can't see easily are Crawlers, and they make combat much more problematic. Respond by dropping the standing foes first and then go on a foot-stomping escapade. But just because the kitchen is quiet doesn't mean you've slain all the Crawlers; they lie in wait around corners as you try and exit too!

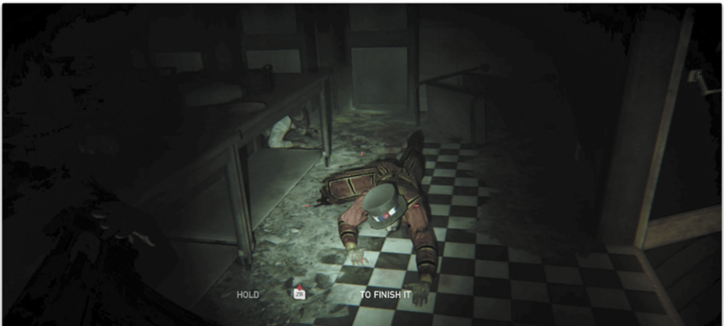


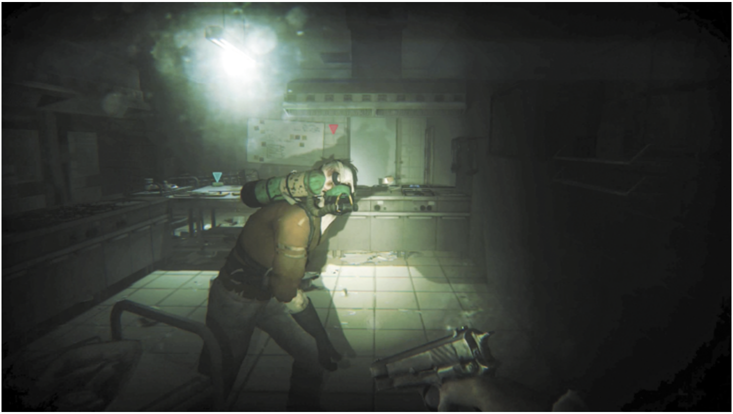
Ideally when the Infected are no more of a threat, choose the exit you wish to use. Investigate the narrow storage area at the back of the kitchen [13]; there's a Spread Upgrade hidden near an overturned food trolley. Use the duct to reach the bottom of the stairs (the other way out of here). You can always head down the stairs first and climb up the duct instead. Now open the door with the "house" symbol, and go down the stairs to the final manhole cover. Take the shortcut back to the Palace Underground.

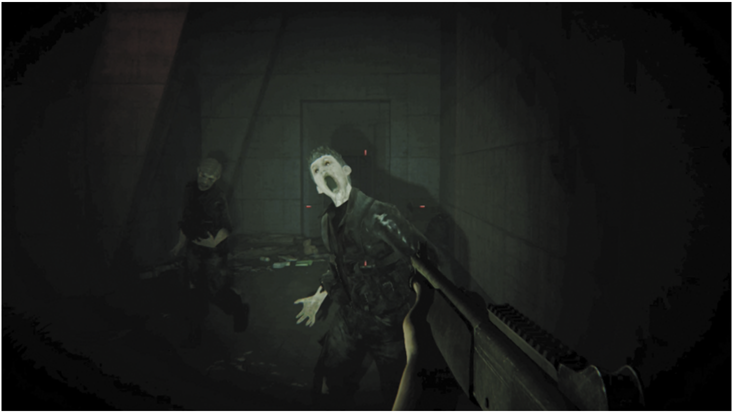
UPGRADE // SPREAD

Omega Dawn

Incoming Infected



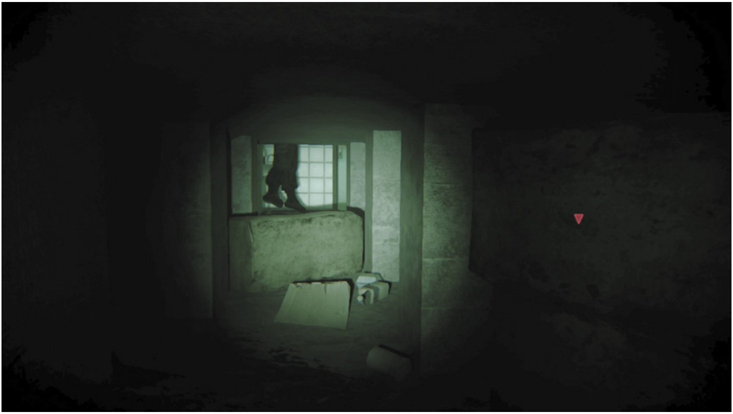




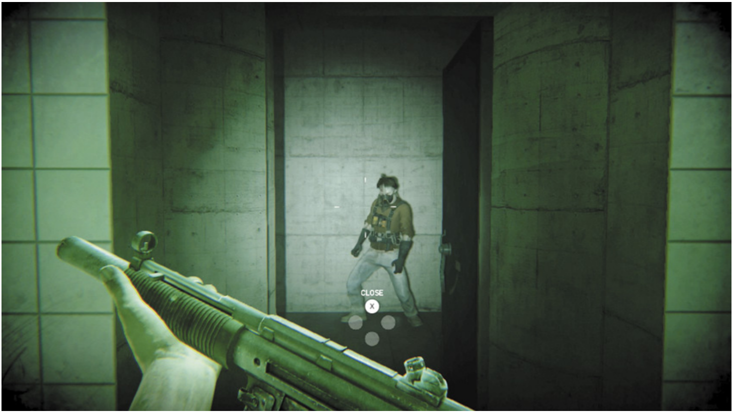
Buckingham Palace (Escape Route): Crawler, Explosive Hunter, Hunter (7)

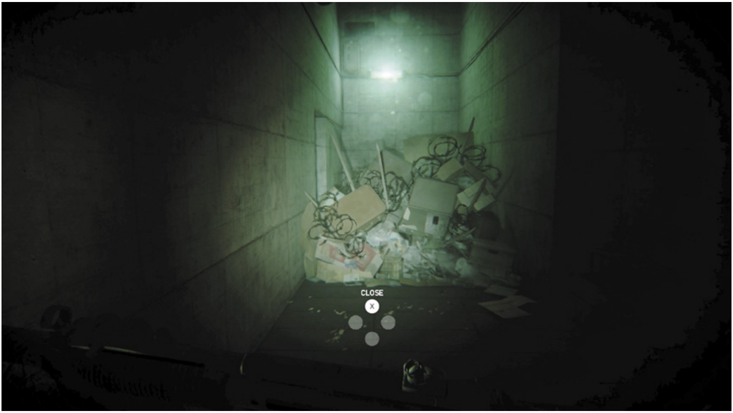
Emerge from the manhole and immediately head into the laboratory. The only available exit takes you out past the caged Omega Infected soldiers, toward the bridge chamber. Unfortunately, the bridge is most definitely out, preventing your progress, as is the Crawler elbowing its way out of a low duct [14]. Stomp or batter it, and then drag yourself in there, working your way to a ladder. Descend into the main storage bay; you haven't been here before.

A clattering of crates and boxes announces the arrival of a furious Infected, as four Omega Infected Hunters attempt to stop your progress through the shipping boxes, conveyor belts, and metal shelving units. Weave your way through to the shelving [15]. Crawl under the shelves to the opposite side of the room after you remove all nearby threats.



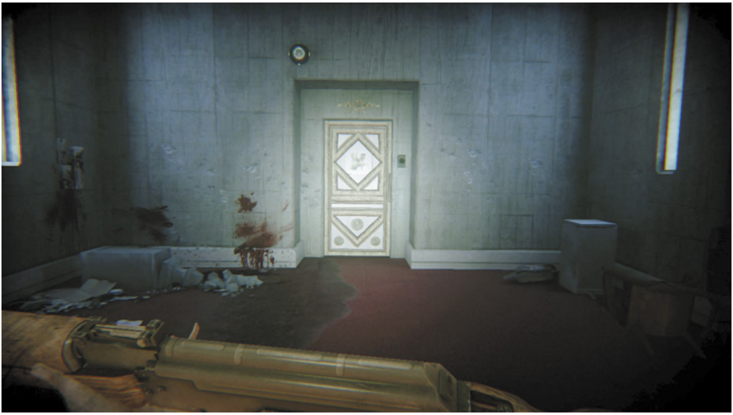
There's a duct in the wall at the opposite side to where you entered. Climb in there, looking for the dangling feet of a hanging Hunter [16] and another Crawler to propel yourself away from. Dispatch both foes in the toilet area after standing up from the duct dash, then remove the bar and step into the bathroom where you found the P226 handgun earlier (or if you didn't, find it now!).





Open the restroom door, backing up as an Explosive Hunter enjoys ambushing you here [17]. Then turn right and rush up the stairs, or remain here for a few moments longer to detonate the C4 at the end of the corridor, allowing you to maneuver through the remains of the barracks and locate an upgrade.

UPGRADE // FIRING SPEED



Climb the stairs, and work your way toward the hub chamber and then into the Royal Entrance chamber. This time, instead of taking the elevator (which has seen better days at this point), approach the door with the manticore motif [18]. Use Dr. Knight's eyes at the retinal scanner, enabling access to the deepest part of the Palace Underground!

A Panacea for the Masses

New Location // Palace Underground (Queen’s Quarters)

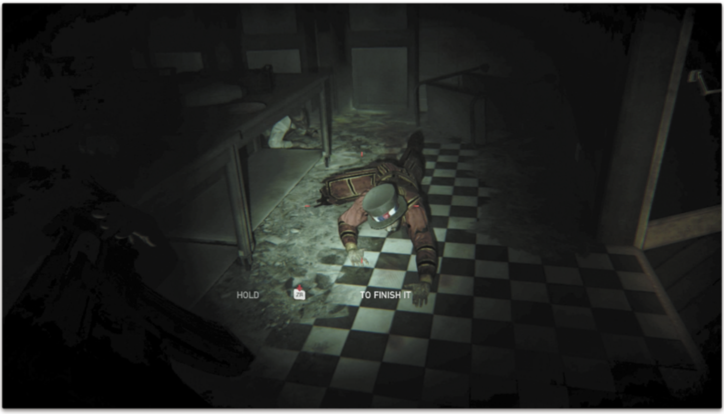
Objective 6: Download Panacea formula

Objective 7: Retrieve Panacea formula

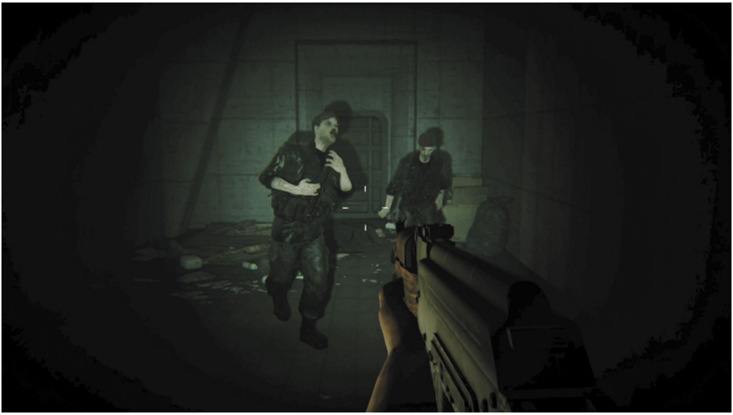
Danger Level:	●●●○○

- Objective Marker: Yes
- Survivor Score: 20, 100
- Special Instructions: None

Incoming Infected

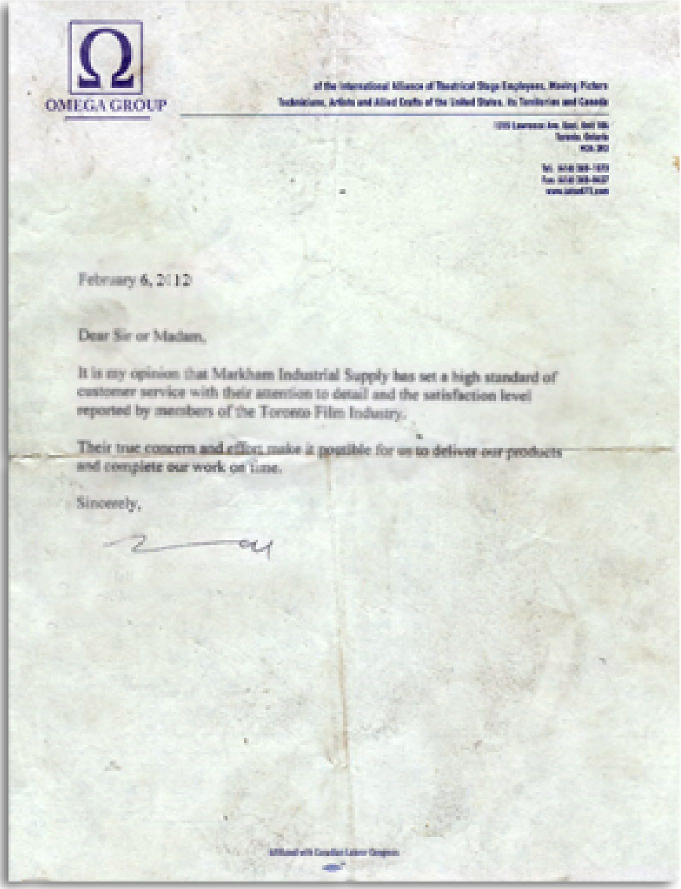


Palace Underground (Queen’s Quarters): Crawler, Evolved, Hunter (10+)



Descend the stairs, bringing your flashlight and weapon to bear on two crouched Infected from the Omega forces [19]. This is a great opportunity to lob a Molotov at them. Otherwise, fight them with quick headshots, watching for a third attacker from the entrance to your left. Now inspect the area behind the attackers for a briefacase containing Queen’s Letters.

Notebook Addition // Queen’s Letters (5/6)



OMEGA GROUP

of the International Alliance of Theatrical Stage Employees, Moving Picture Technicians, Artists and Allied Crafts of the United States, Its Territories and Canada

February 6, 2012

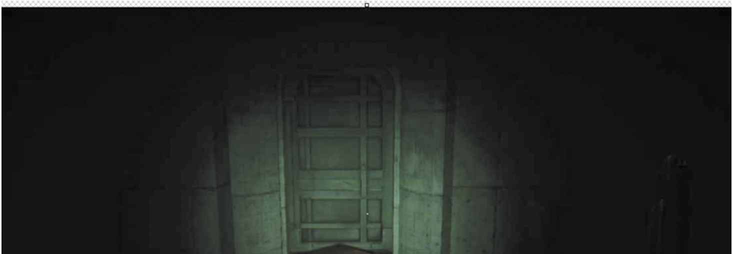
Dear Sir or Madam,

It is my opinion that Markham Industrial Supply has set a high standard of customer service with their attention to detail and the satisfaction level reported by members of the Toronto Film Industry.

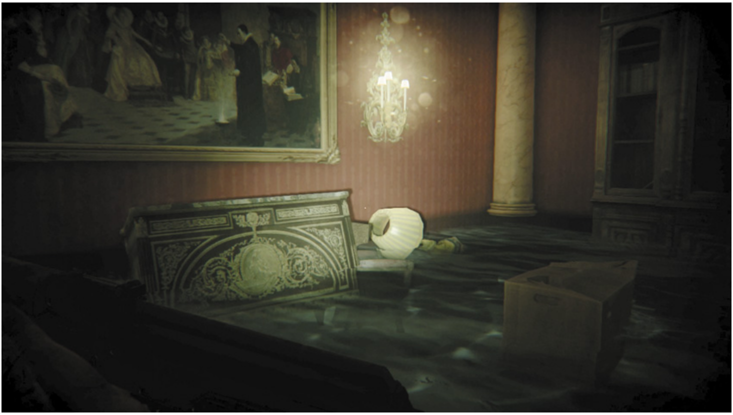
Their true concern and effort make it possible for us to deliver our products and complete our work on time.

Sincerely,

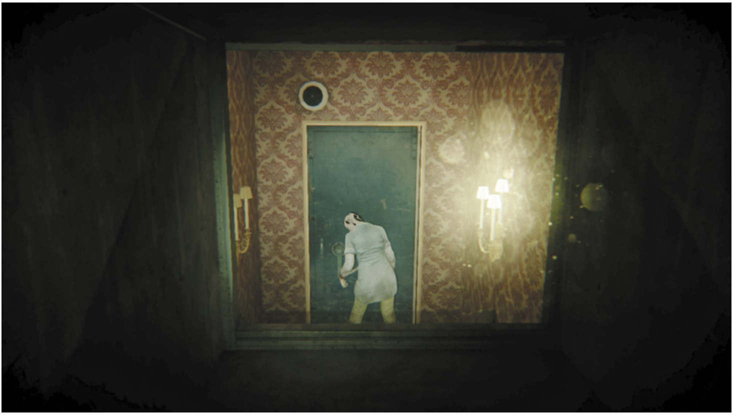
Affiliated with Canadian Labour Congress



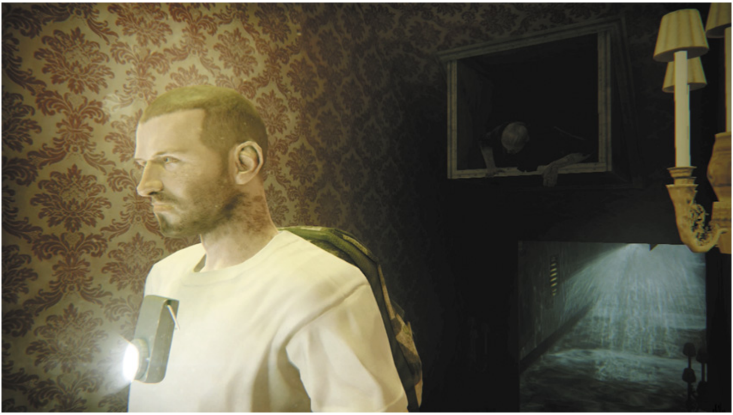
In the Queen's Quarters, at the foot of the entrance stairs behind the two hunters.



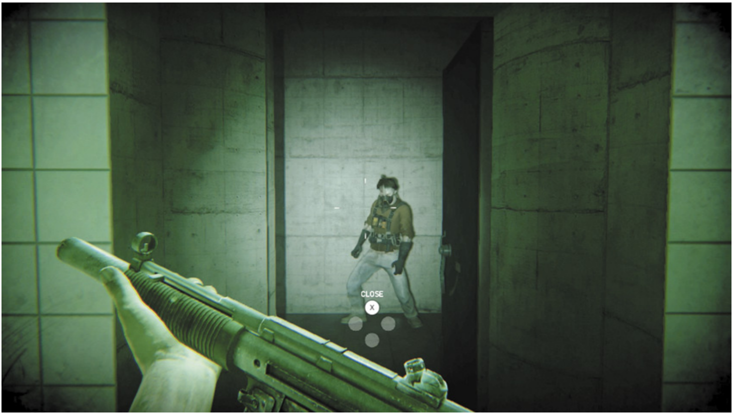
Step into an extremely soggy chamber and wade through the water [20], under the gushing sprinklers, and along the corridor until you meet a foe to crush with your boots, near a barricade you can't head across. Take the entrance on your right, into a side chamber. Stand on the table to exit out onto another equally wet corridor.



The way into the center of the corridor is still blocked, so head into the nearby bathroom, climbing onto the sink and along the top of the cabinets to some ductwork. Crawl through, optionally looking left through the vent at a shambling corpse in the main corridor (which you still can't reach yet). Continue up the duct, watching an Evolved Infected crackle out of existence at a metal door [21].



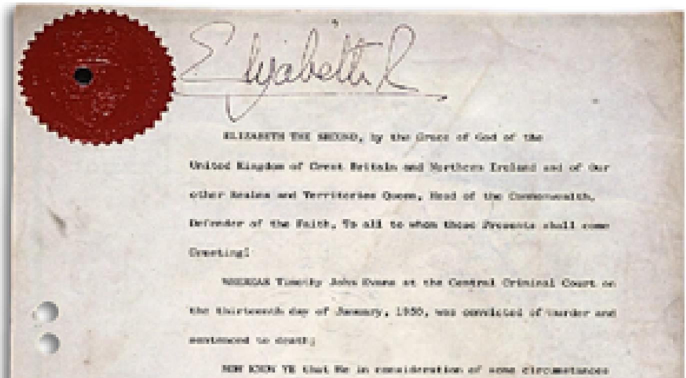
Drop out of the duct and turn around. You can enter the central part of this corridor, which reveals an open hall to a sealed metal door. This is your escape route; for now, the only reason to be here is to memorize this path. Return to the locked door you can access, and break out your lockpicking tools. As you begin unlocking the door, a Crawler appears from the vent you dropped from. It's possible to unlock the door before spinning around to finish the fiend, or you can stop and blast it before unlocking the door.



Enter the vault, which has some ominous bloodstains across the marble floor. Before you step through the open vault door [22], check to its left for a Royal briefcase with important papers, and check behind the door for an upgrade.

UPGRADE // SPREAD

Notebook Addition // Queen’s Letters (6/6)

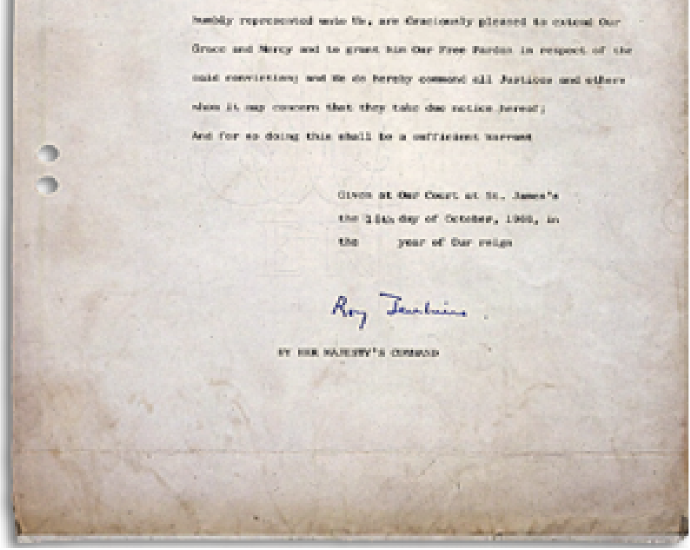


Elizabeth R

ELIZABETH THE SECOND, by the Grace of God of the United Kingdom of Great Britain and Northern Ireland and of Our other Realms and Territories Queen, Head of the Commonwealth, Defender of the Faith, To all to whom these Presents shall come Greeting!

WHEREAS Timothy John Evans at the Central Criminal Court on the thirteenth day of January, 1950, was convicted of murder and sentenced to death;

NOW KNOW YE that We in consideration of some circumstances



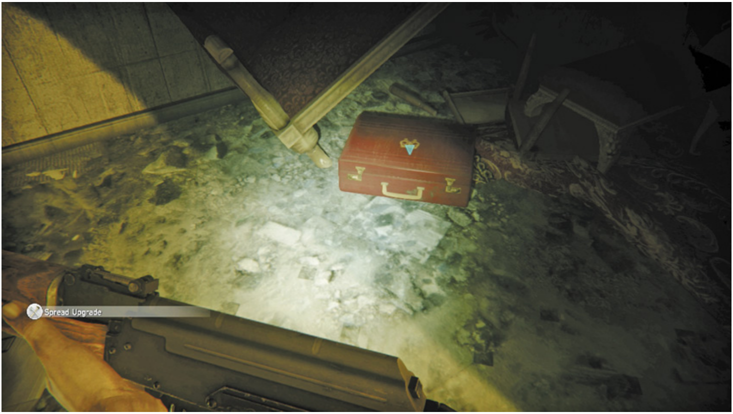
humbly represented unto Us, are Graciously pleased to extend Our Grace and Mercy and to grant him Our Free Pardon in respect of the said conviction; and We do hereby command all Justices and others whom it may concern that they take due notice hereof;

And for so doing this shall be a sufficient warrant

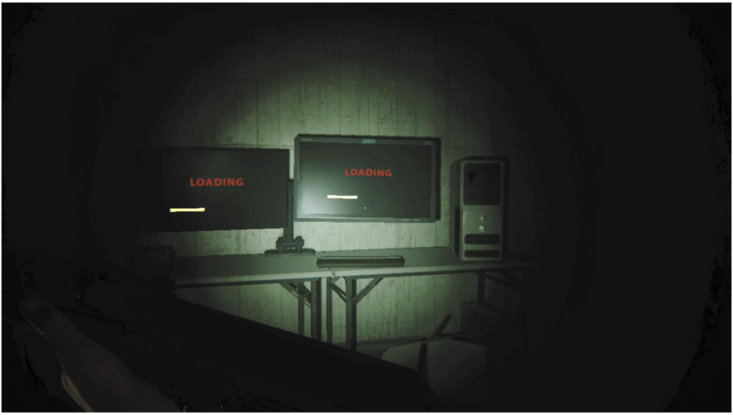
Given at Our Court at St. James's
the 18th day of October, 1966, in
the   year of Our reign

Roy Jenkins

BY HER MAJESTY'S COMMAND



Palace Underground (Queen's Quarters): In a Royal briefcase, in the vault, across from the open vault door.



The computer with the Panacea is within the vault [23] and fortunately is still powered. Use it, plugging in a USB key and loading the data onto it. Unfortunately, this triggers a loud siren, along with a trio of Infected Hunters, who attempt to savage you from behind. The moment you access the PC, turn around and attack the incoming foes. Use headshots, push them back, and employ powerful ranged weapons here. Grab the USB key when prompted.

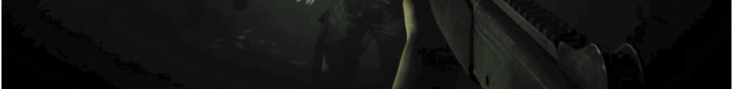
ITEM // USB KEY (PANACEA)

Behind the Fire Wall

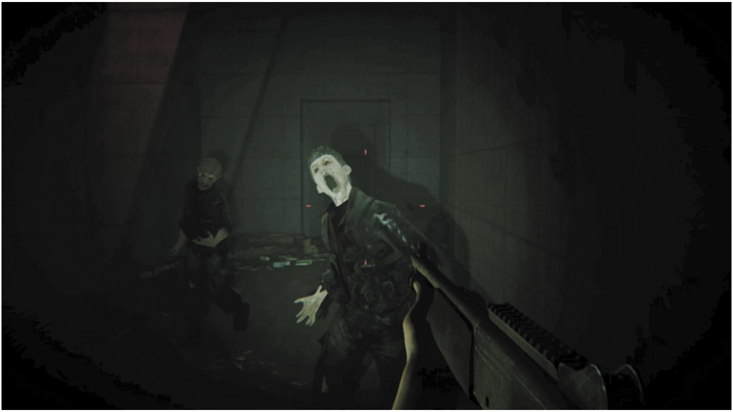
Objective 8: Escape the Palace Underground	
Danger Level:	● ● ● ● ○

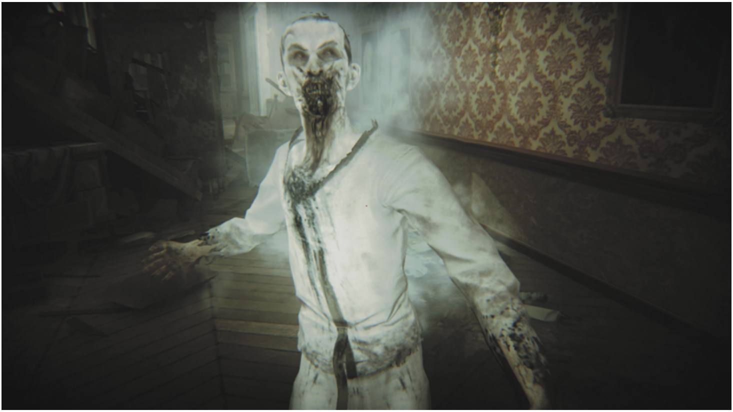
- Objective Marker: Yes
- Survivor Score: 200
- Special Instructions: None

Incoming Infected

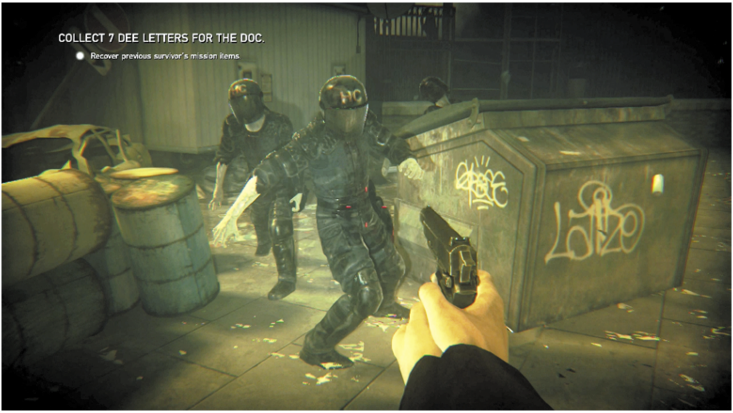


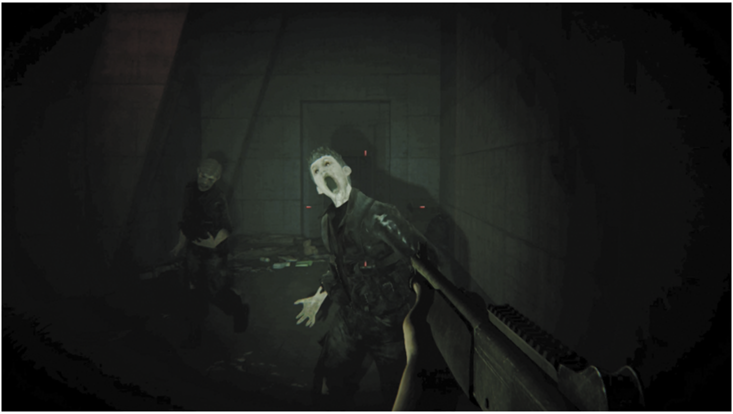
Palace Underground (Escape Route): Enraged, Hunter (7)



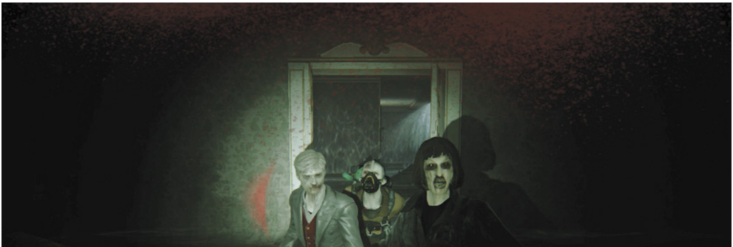


Victoria Memorial (Pump House and Walkways): Hunter, Spitter (4)





Victoria Memorial (Palace Sewers): Armored Guard, Hunter (10)



Time to leave! Head back into the waist-deep water, and engage four foes in combat, watching out for an Explosive Hunter. You may want to locate a foe, back up into the vault, and slay them from range to prevent yourself from being caught in an Infected detonation. Beware of a foe lurching up from the water as you spot the metal exit door [24]; shove it away or sidestep, and try to open the door before it grabs you. Shutting the door behind you bides a little time.

Climb the ladder immediately beyond the metal exit door, go through another door, and approach the bridge area. However, your exploits have triggered a complete shutdown of this facility, and blast doors descend, stopping your progress. Look left and right, then look lively; around half a dozen Hunters are heading your way [25]! Turn left at the closing door, run around the curved concrete corridor, and stop at the junction. The door ahead (with the flag) is sealed too!

You're forced to open the door to the right. This leads to the staircase and another metal door that allows you back into the Royal Entrance chamber (with the elevator and retina-scanning door). Two foes are waiting to meet and maul you; push them back and sprint into the chamber so you can face any foes in this lighter, wider chamber.

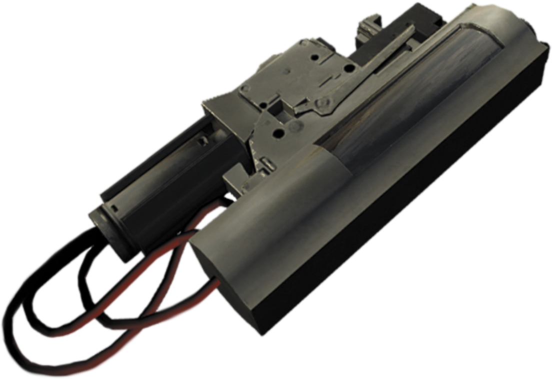
Tip

Close every door behind you to buy a little more time as you escape. Barricading is also an option, although running away is safer!

Sprint through the waiting chamber, into the hub room, and remember where you're headed: back to the Safe House. However, your shortcuts have been sealed, forcing you to remember the complete path all the way back to the mezzanine station! Here's the route to take:

- Head up the concrete steps from the hub chamber, watching for an Enraged foe [26] around the corner near the exit door. Batter or flee from this adversary, check it for an upgrade, then head through the orange-lit room, up the narrower stairs, and out into the walkway section.

UPGRADE // FIREPOWER



- Engage foes, which sometimes includes a cluster of Spitters, as you progress up the walkway and through the pump house [27]. You don't need to squeeze through the breaks in the fencing to enter the small camp; just dash across and around to the sewer corridor.

- Head into the sewers [28], just as you hear “Operational Firewall” is a go; the military are bombing the capital! Occupy yourself with the deluge of the dead in this sewer; make an immediate left, as approximately eight enemies scramble out of the water to reach you! Drop into the water halfway along the sewer, sprint to the metal stairs, and head back out. Go through the narrow exit tunnel with one more possible Infected lurking in one of the narrow alcoves. Climb the ladder, which leads up to the evac zone outside the palace.

Caution

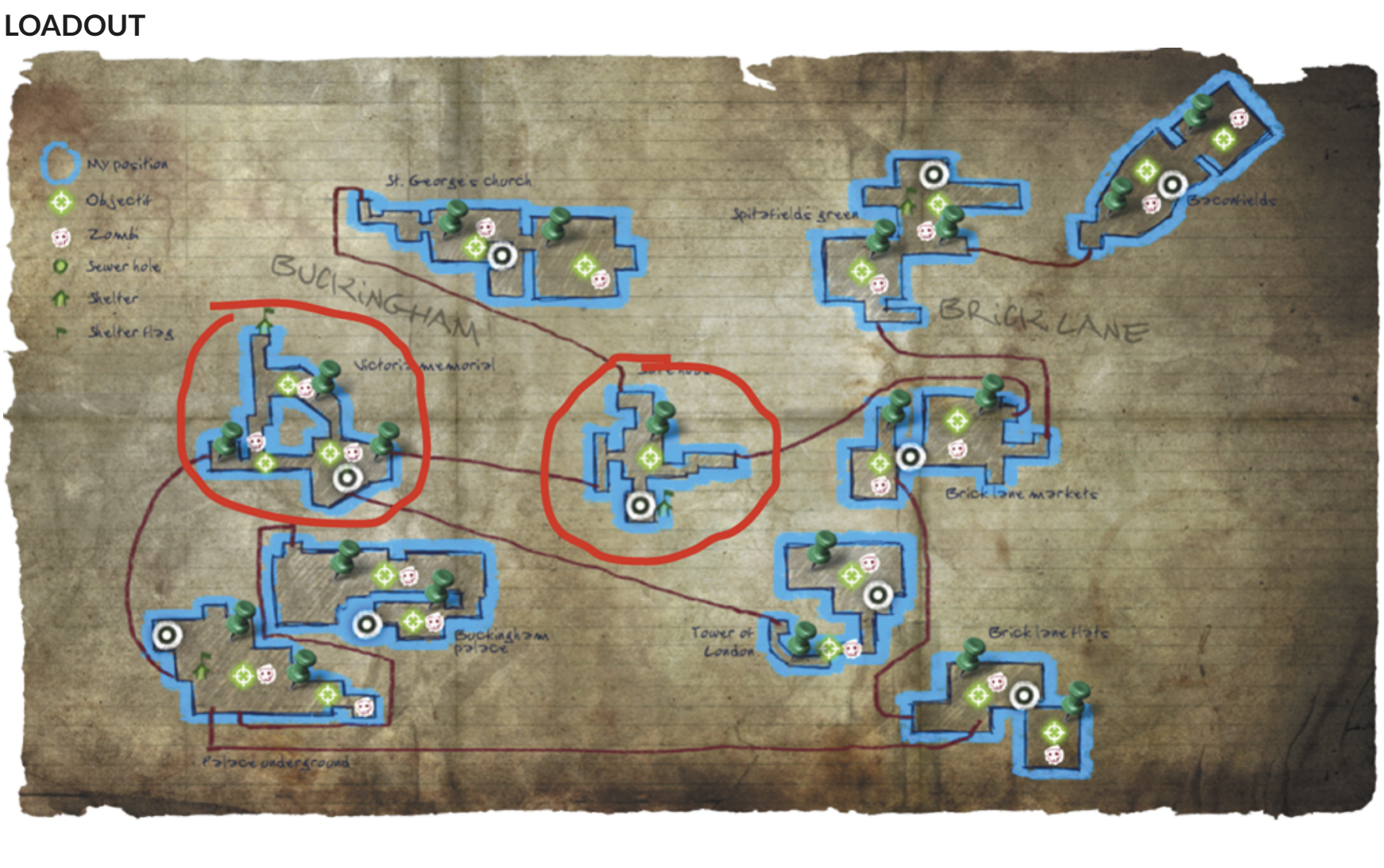
If you’ve an abundance of ammunition and a death wish, by all means stay here and polish off everything that’s trying to eat you. But there’s more foes to worry about as you try to escape, so don’t overdo it with the bullet expenditure!

Mission 15 Completed: Maximum Survivor Score: +710

Missions

Mission 16

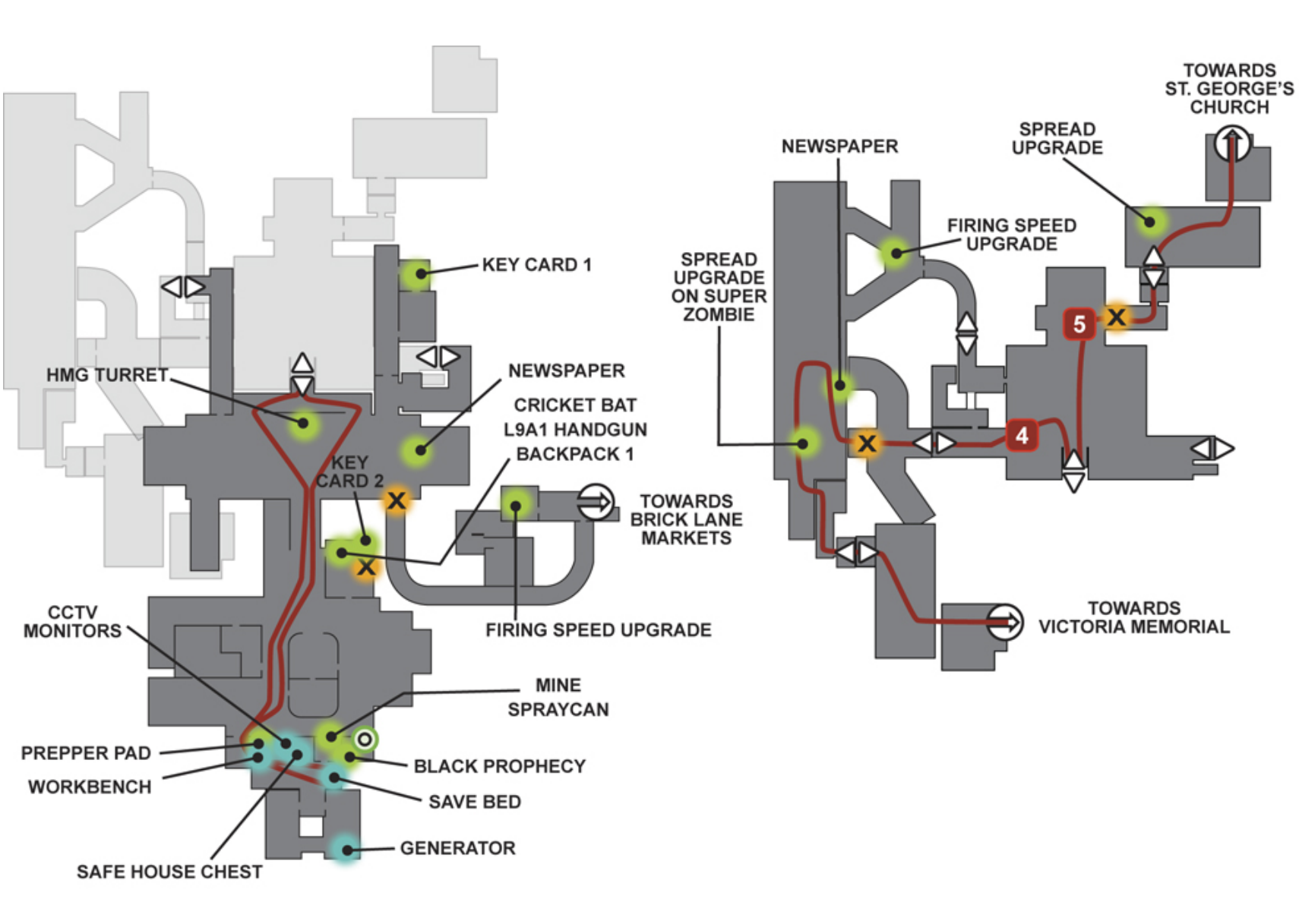
LOADOUT


My position
Objectif
Zombi
Sewer hole
Shelter
Shelter flag
St. George's church
Spitafields green
Bacowields
BUCKINGHAM
Victoria memorial
BRICK LANE
Brick lane markets
Buckingham palace
Tower of London
Brick lane flats
Palace underground

Location: Victoria Memorial (Palace Gates)

Location: Victoria Memorial (Green Park)

Location: Safe House


KEY CARD 1
HMG TURRET
NEWSPAPER
CRICKET BAT
L9A1 HANDGUN
BACKPACK 1
KEY CARD 2
TOWARDS BRICK LANE MARKETS
FIRING SPEED UPGRADE
CCTV MONITORS
MINE
SPRAYCAN
PREPPER PAD
WORKBENCH
BLACK PROPHECY
SAVE BED
GENERATOR
SAFE HOUSE CHEST
TOWARDS ST. GEORGE'S CHURCH
NEWSPAPER
SPREAD UPGRADE
FIRING SPEED UPGRADE
SPREAD UPGRADE ON SUPER ZOMBIE
5
4
TOWARDS VICTORIA MEMORIAL

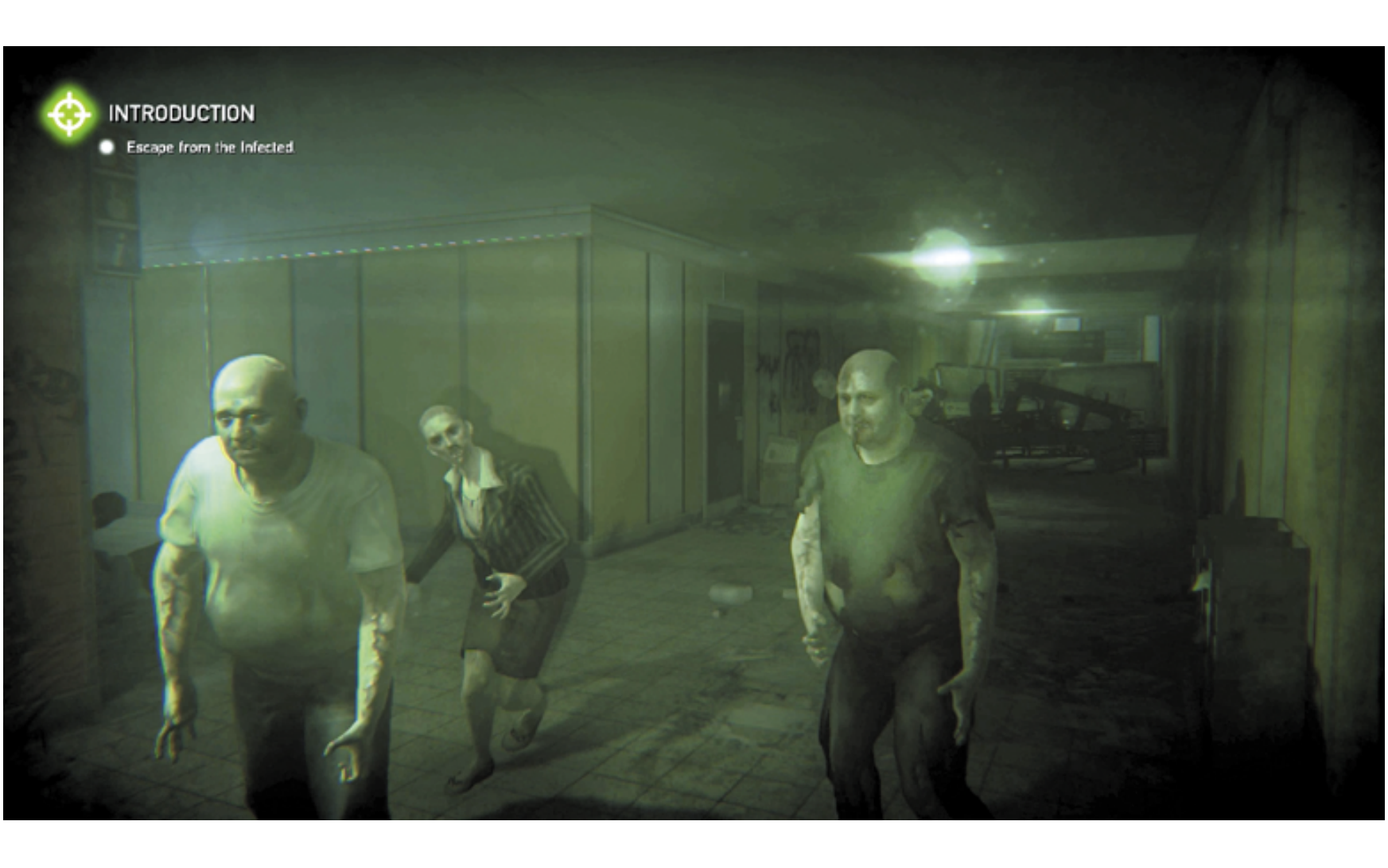
Overview

With chaos and annihilation erupting all around you, focus on your basest of instincts and flee! London is about to be consumed in fire—and not for the first time—as the British military carpet-bombs the capital. You don't want to be stuck on the ground for these fireworks, so sprint back to the Safe House, dealing with any Infected along the way. Once you're back, tool up for the final push.

Objectives

- Objective 1: Collect gear from the Safe House Chest.
- Objective 2: Escape the Safe House.

Enemy Appearances


INTRODUCTION
Escape from the Infected

Blighter

Enraged

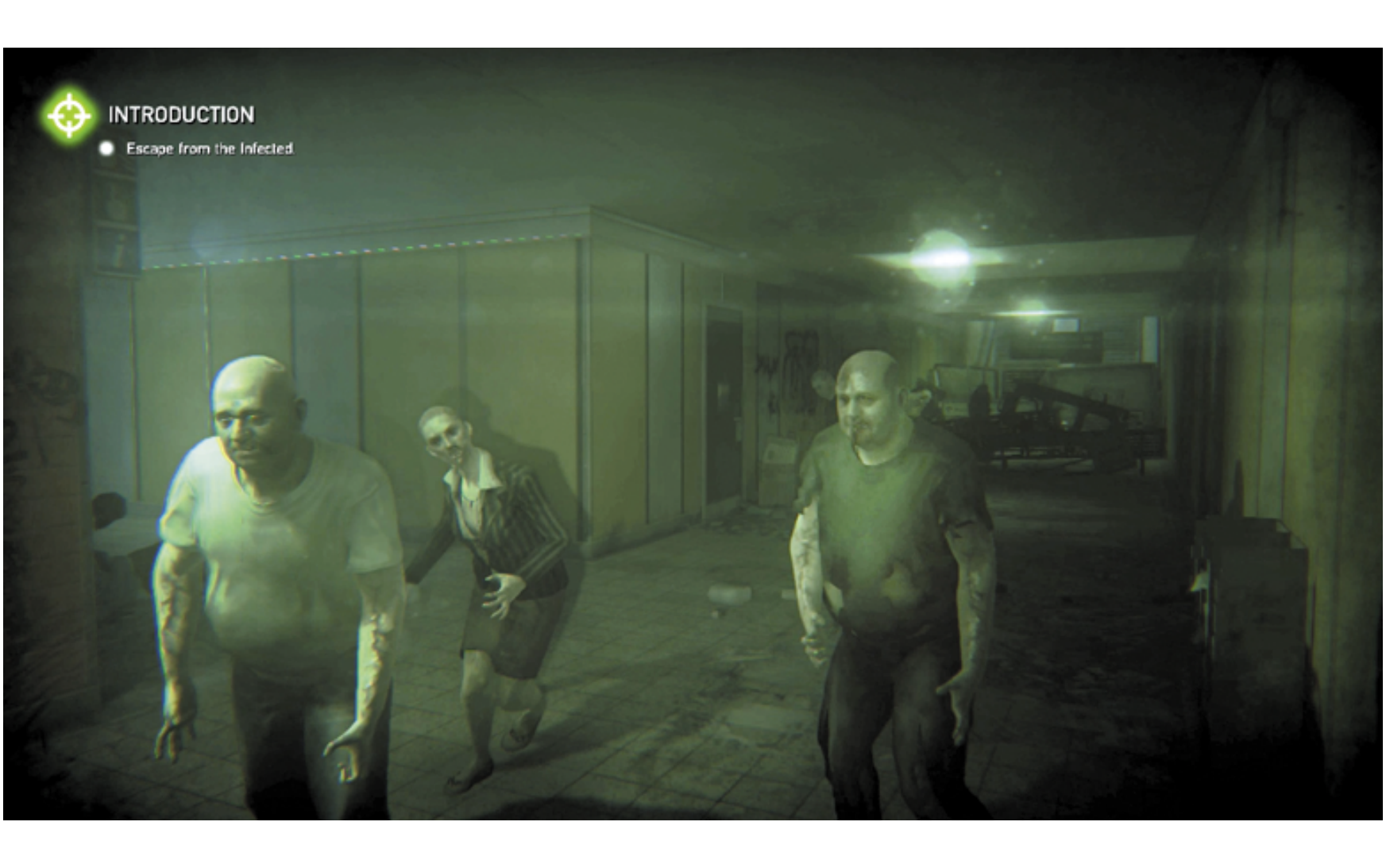
Hunter

London's Burning

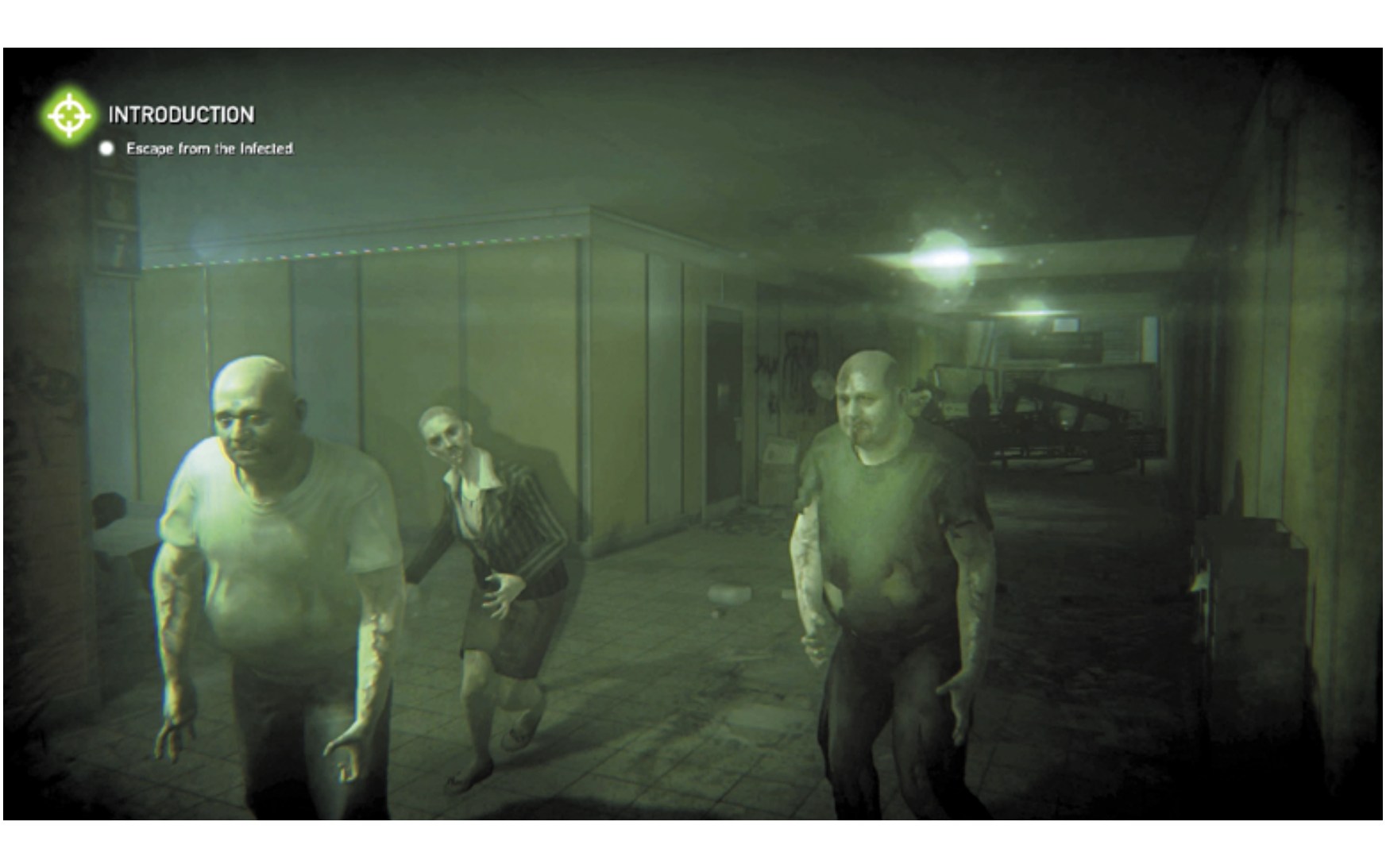
Objective 1: Collect gear from the Safe House Chest.	
Danger Level:	●●●○○

- Objective Marker: No
- Survivor Score: 50
- Special Instructions: You can skip this.

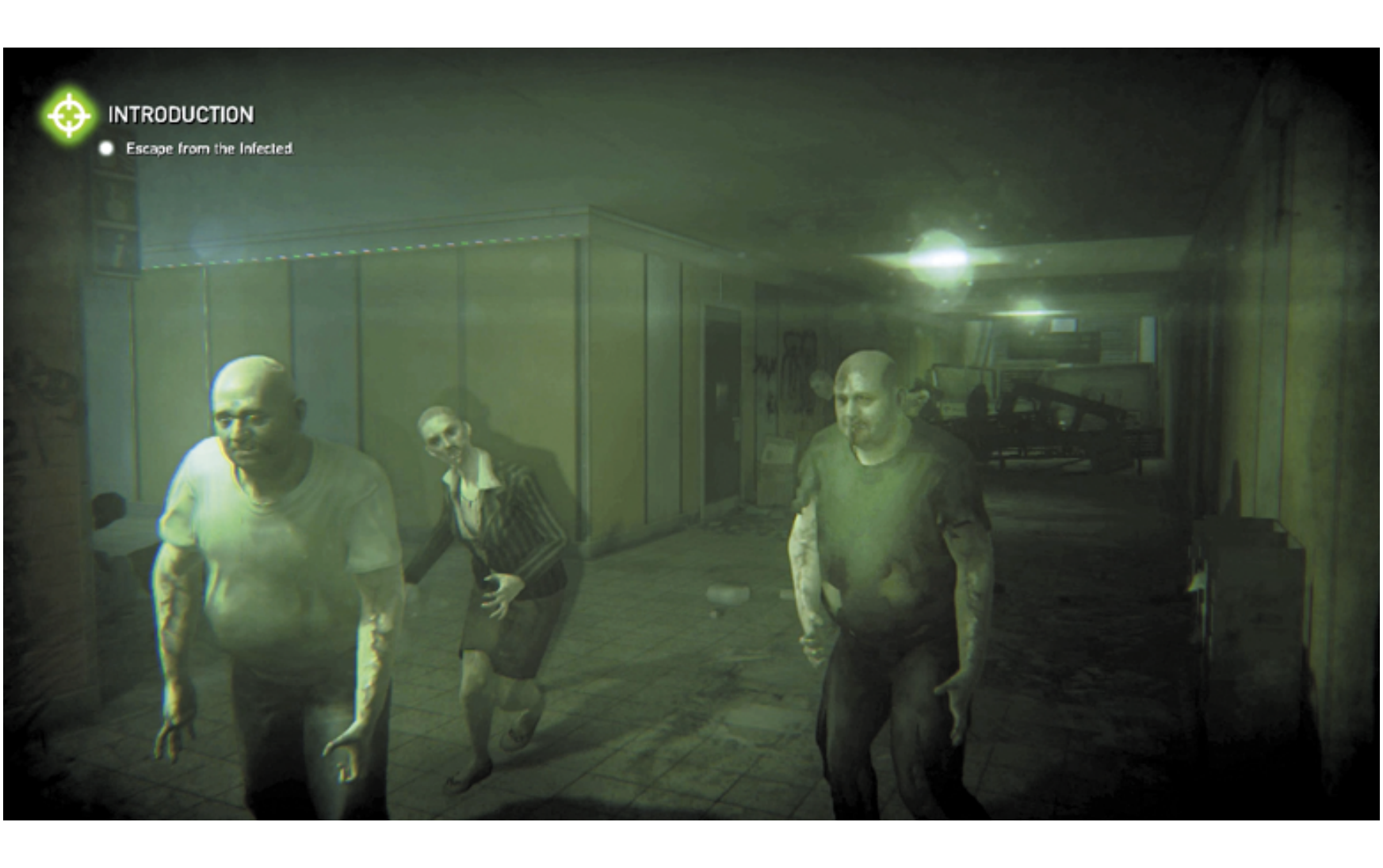
Incoming Infected


INTRODUCTION
Escape from the Infected

Victoria Memorial (Buckingham Palace Evac Zone): Hunter, Blighter (3)


INTRODUCTION
Escape from the Infected

Victoria Memorial (Green Park Tunnel): Enraged, Blighter (2)


INTRODUCTION
Escape from the Infected

Safe House (Lower Mezzanine): Blighter (2)

This is the Ravens of Dee. calling all survivors! London is now officially a no-rescue zone. and firebombing will commence shortly!
We've got time for one final chopper evac! Stock up your BOBs and haul arse to the Tower of London!

As you reach the Evac Zone outside the palace [1], the Ravens of Dee radio to all survivors: London has been deemed a "no-rescue" zone, and firebombing is occurring imminently! There's time for one last chopper evacuation...you'd better be on it! Seconds later, the sky lights up with an orange glow as sections of the capital receive a carpet-bombing. Exit toward the ambulances, and turn right (left leads you to the palace gates).

Any Infected on fire usually collapse after taking hideous burning damage. Decapitate anything else; there's two or three foes to fire on as you head for the command and control post [2] ahead and to the right. Sprint through the room, out into the container maze. Clamber over the boxes near a parked police van, and stomp or shoot anything human-sized and rotting; there's one or two here. Search for the metal door leading down into the sewer.

Prepper Out

The manhole isn't usually accessible now; dash into the sewer tunnel. There may be an Enraged Infected (possibly carrying an Upgrade) to batter in this area [3]. Head up the steps, through the barred gate, down the steps, through a hole in the brickwork, across the connecting chambers, and into the Safe House area. As you reach the connecting tube platform, Sondra cuts into your static, realizing you're carrying the Panacea. She needs you at the tower as quickly as possible!

Climb the ladder, enter the abandoned tube train, and head through the brick hole and up the main steps into the mezzanine area [4]. Avoid any shambling Infected as you race up to the shutter and into the Safe House to complete the objective. After a well-earned save, inspect the blue Safe House Chest and consult the monitors.

Objective 2: Escape the Safe House	
Danger Level:	●●○○○

- Objective Marker: No
- Survivor Score: 200
- Special Instructions: None

Incoming Infected

Safe House (Lower Mezzanine): Hunter (3)

Tip

Grab everything you can carry—you'll never return here after this point—and load up on the nastiest weapons at your disposal. Improve all remaining weapons at the workbench with every last upgrade you can.

Ready for the final push? Leave the Safe House, head up to the mezzanine level, and go down to the ticket booth area, clearing out foes (there are usually around three) so you can open the door leading to the Tower of London [5]. Head down the ladder and then cross the final tube station corridor for the last time...

CCTV 1250
SAFEHOUSE 07

A man pushes a door open—the one opposite the chain-link gate that kept you safe in your room—and enters your base of operations. He opens the Ravens Chest before walking back, gun in hand. He has a slight limp and a prosthetic leg. He stops at a large storage room, packing items into his bag. There's a view of the man's desk. Scattered among the half-eaten food and coffee-stained cups is a picture of Sondra.

There are paper pads, screens, and a military hat with the word "Prepper" on it. Just behind the hat is a chart-board with pictures of previous Survivors and their "rating." Beyond that is a huge bank of monitors, a windowless view of the hell London has become.

The man walks over to the computer terminal connected to the screens and presses the intercom.

"This is the Prepper. Do you read me? Over."

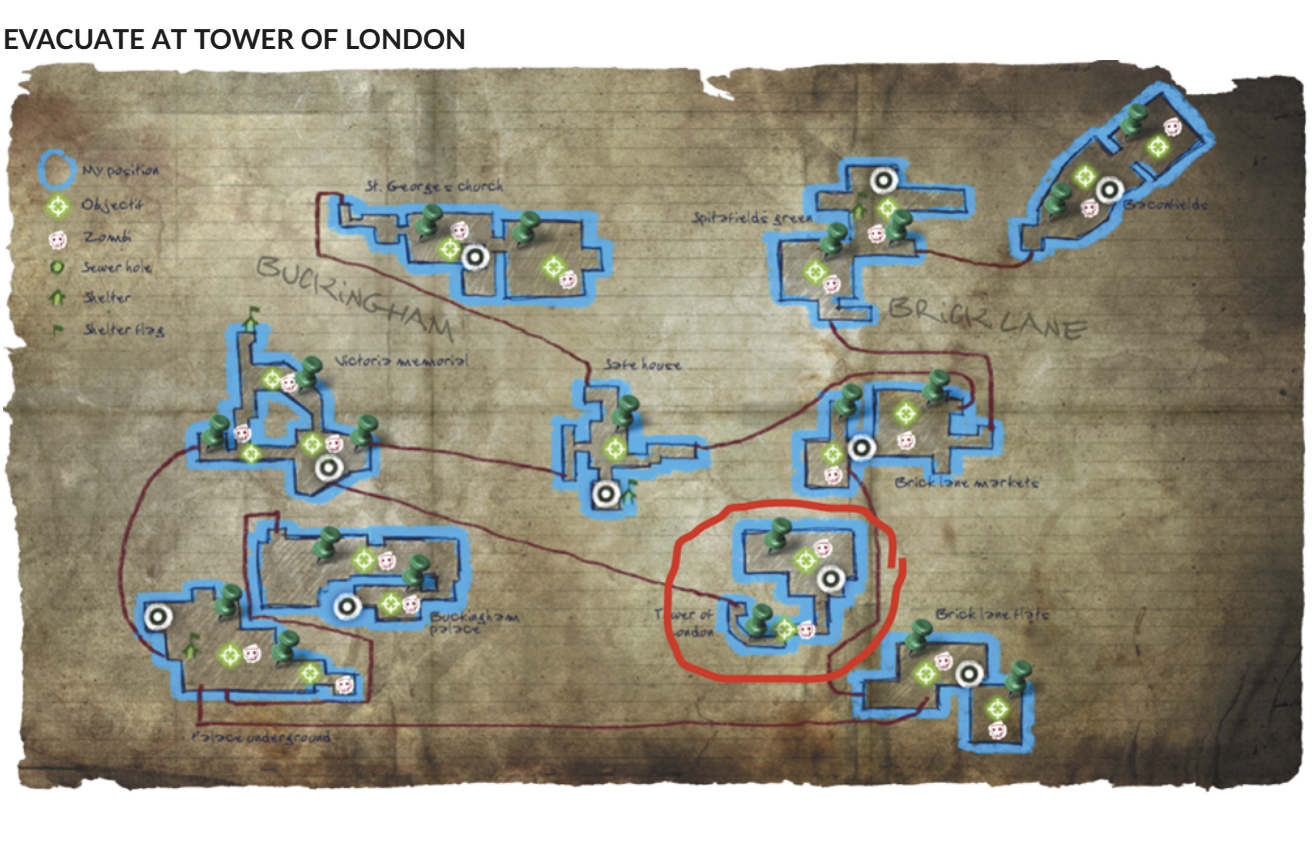
One of the screens shows a wild-eyed Infected looking up at the CCTV camera, expectantly, as if waiting for orders....

Mission 16 Completed: Maximum Survivor Score: +250

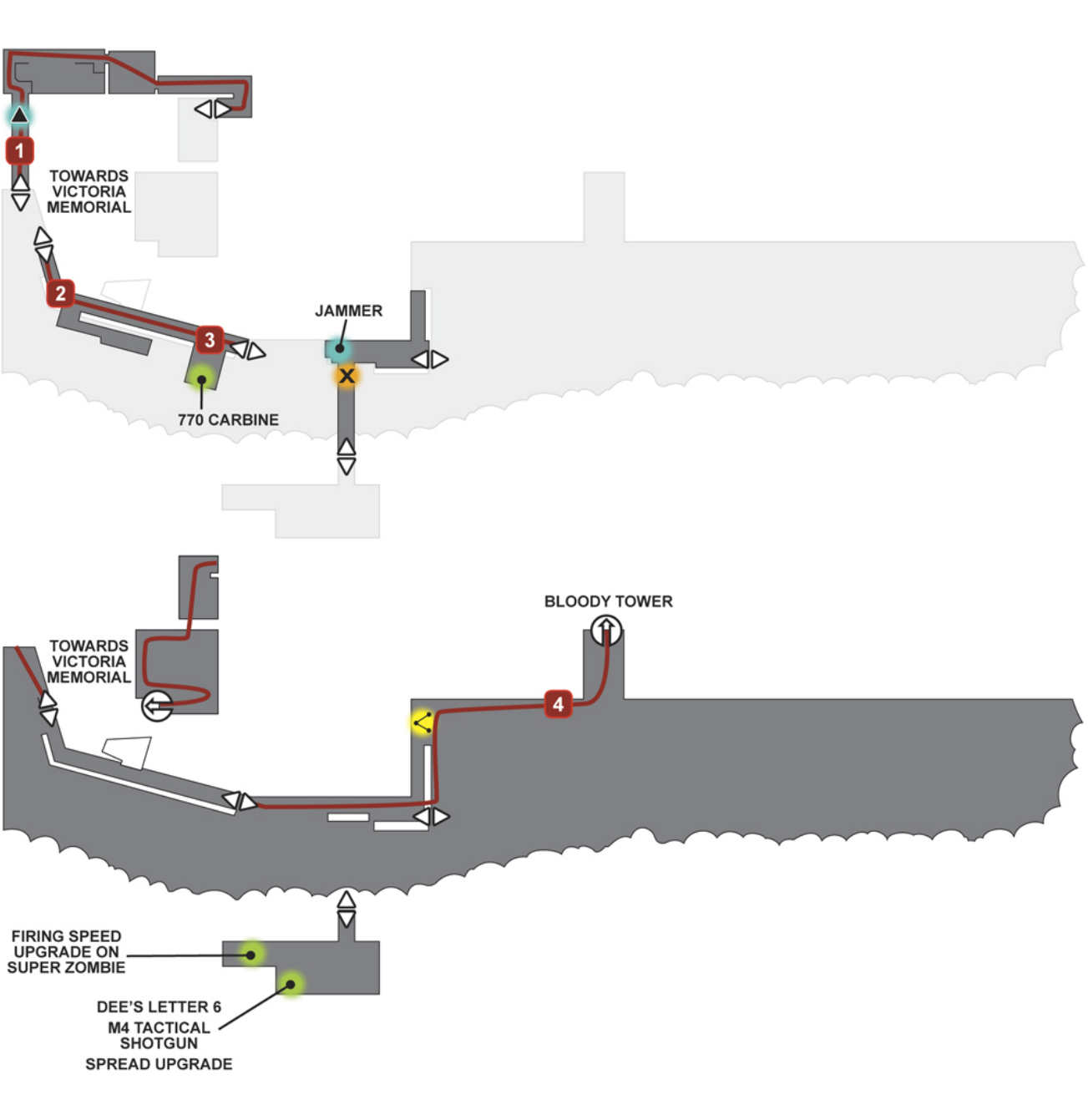
Missions

Mission 17

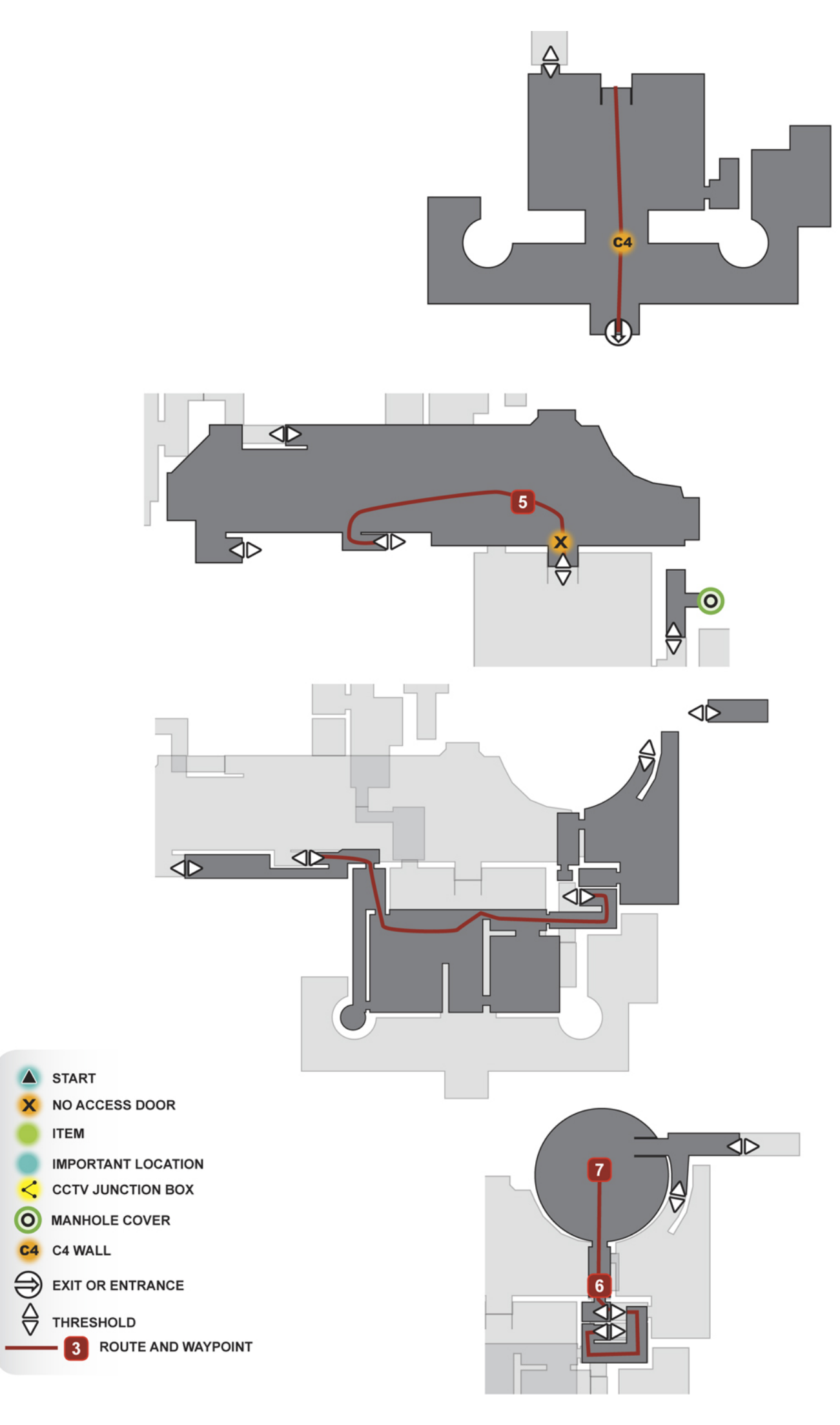
EVACUATE AT TOWER OF LONDON


My position
Objects
Zombi
Sewer hole
Shelter
Shelter flag
St. George's church
Spitalfields green
Bancroft fields
BUCKINGHAM
Victoria memorial
Safe house
BRICK LANE
Brick lane markets
Buckingham palace
Tower of London
Brick lane flats
Palace underground

Location: Tower of London (Tower Pier)


1
TOWARDS VICTORIA MEMORIAL
2
3
770 CARBINE
JAMMER
TOWARDS VICTORIA MEMORIAL
BLOODY TOWER
4
FIRING SPEED UPGRADE ON SUPER ZOMBIE
DEE'S LETTER 6
M4 TACTICAL SHOTGUN
SPREAD UPGRADE

Location: Tower of London (Bloody Tower)


C4
5
7
6
START
NO ACCESS DOOR
ITEM
IMPORTANT LOCATION
CCTV JUNCTION BOX
MANHOLE COVER
C4 WALL
EXIT OR ENTRANCE
THRESHOLD
3 ROUTE AND WAYPOINT

Overview

This is it! With a limited window of opportunity, and the hope of humanity resting in your hands (or more specifically, in the USB drive you should have in your backpack), the storming of the Tower of London begins for the last time! You have one overriding goal: to stay alive long enough and to ascend high enough for the Ravens of Dee to attempt a second evacuation. Hopefully without any feathered instigators crippling your escape plans....

Objectives

- Objective 1: Reach Tower of London.
- Objective 2: Reach Helicopter.

Enemy Appearances

COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items.

Armored Guard

HOLD
TO FINISH!

Crawler

Explosive Hunter

Hunter

AMBULANCE EMERGENCY

Screamer

Spitter

Come on, Look Lively!

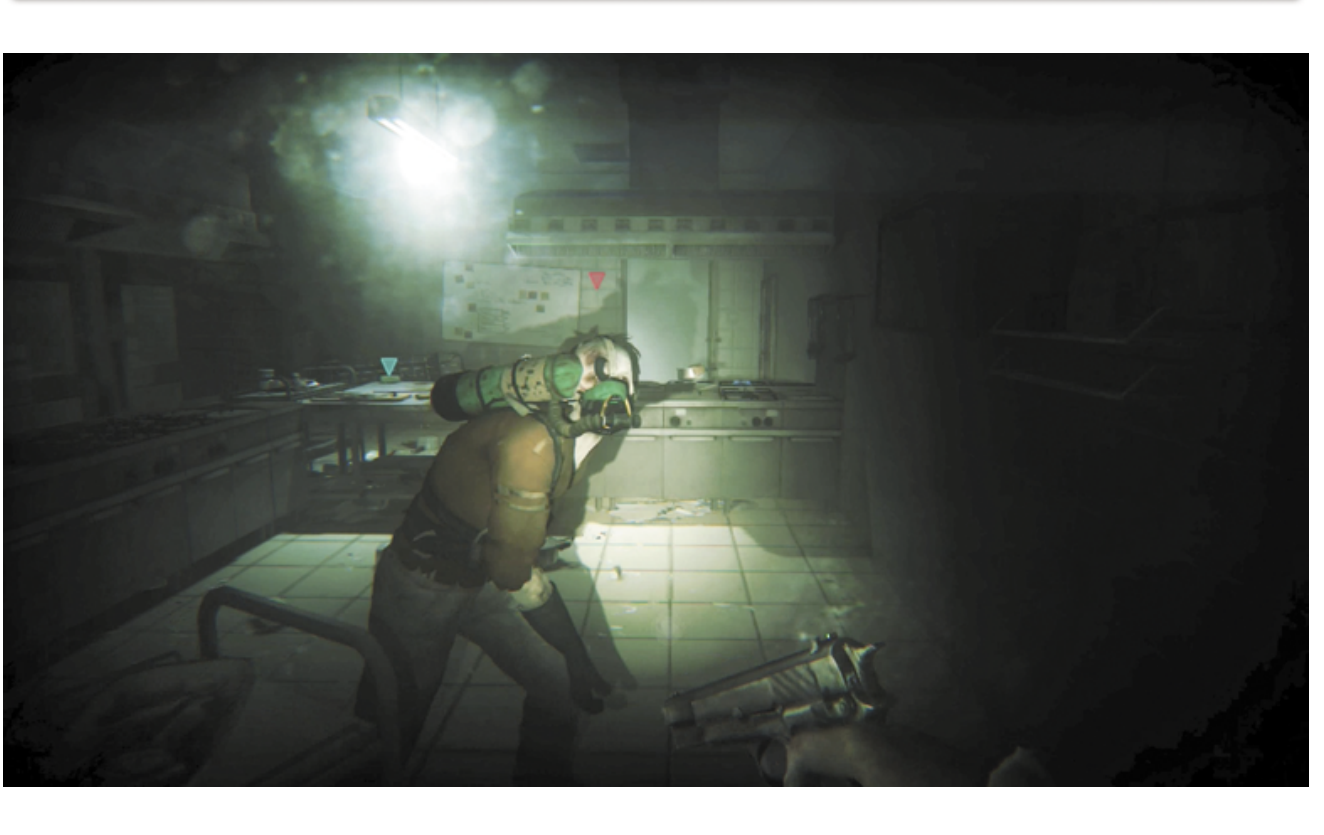
Objective 1: Reach Tower of London	
Danger Level:	✋✋✋✋🖐

- Objective Marker: No
- Survivor Score: 20
- Special Instructions: None.

Incoming Infected

COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items.

HOLD
TO FINISH!



Tower of London (Pier 1 and 2): Armored Guard, Crawler, Explosive Hunter, Hunter (8)

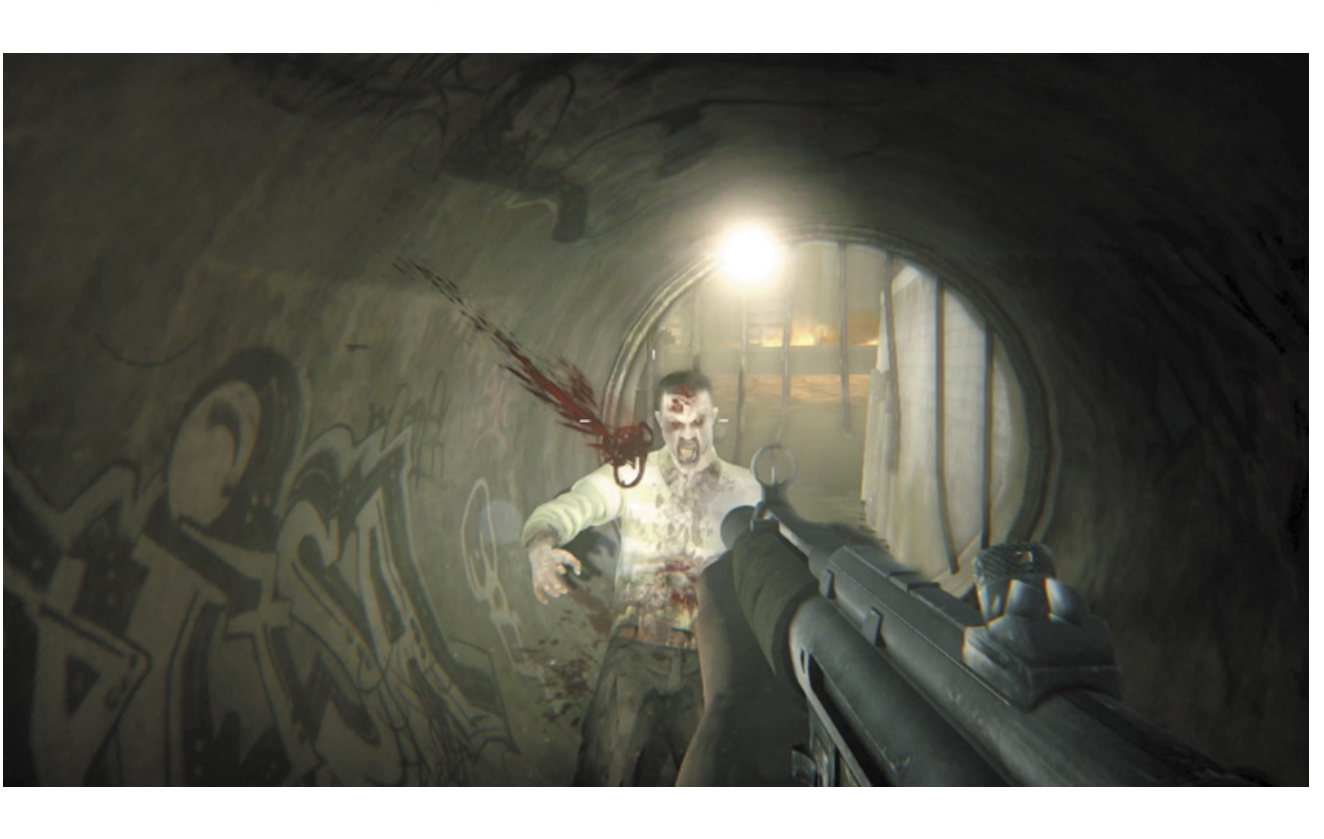
Tower of London (Traitor's Entrance): Hunter (6)

COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items.

AMBULANCE EMERGENCY

Tower of London (Blood Tower Lower Rampart): Armored Guard, Hunter, Screamer (4+)

Tower of London (Tudor Tower): Hunter, Spitter (6)



You're still escaping! Sondra radios in, telling you she promised a Survivor who's using your frequency that she would return for them. But she can't wait for long. Time to get a wiggle on! Cross the connecting rooms, up to the metal doors. Wade through the small waste pool and slay the first foe of your last mission, usually inside the storm drain [1] that leads to the Tower Piers. A chopper is following your path and lighting your way. Now move!

> **Tip**
>
> There's little time to stop and rummage around in your backpack: Use all six corner slots on your Pad, placing the three or four weapons that have the most ammunition, along with two sizable Medipacks. Leave space for a projectile before you continue. Keep your flashlight off; there's more than enough visibility here.

There's a constant stream of Infected [2] on and around the piers; expect a Crawler, another Hunter, and usually an Armored Guard as you round the corner on the first pier.

Jog to the edge of the first pier [3]. There's likely to be around three more foes. If there's an Explosive Hunter, target it first, then finish the others; single, long-ranged shots work best here. Or, drop a flare near the floating explosive barrels and detonate them.

Tower of Terror

Run under the second pier when the coast is clear and check ahead. Infected are gathering at the arched entrance to Traitor's Gate. Lob a grenade or flare to clear the area (more exploding barrels help). Or sprint along the wall, shrug off an attack, race to the speedboat, turn back, and gun down everything that moves [4].

Expect one or two more fracases as you reach the gate. Sprint through and up the steps and the open gate (you really don't want to head into the dungeon), and engage your next group of foes on the lower rampart. There's likely to be a Screamer here [5]. Target this first, followed by everything else. Running low on ammo? Then sprint ahead and ignore these incursions!

Ascend either set of steps into the main tower and through the Tudor building. As expected, there are foes to face or flee from in these narrow locations [6]. For the optimal path to the rescue point, head to the stairs on the opposite side of the Tudor room, blasting foes as you go. Expect one or two more enemies falling from the eaves as you reach the door you unlocked previously.

Get to the Chopper!

Objective 1: Reach Helicopter	
Danger Level:	✋✋✋✋🖐

- Objective Marker: No
- Survivor Score: 200
- Special Instructions: None.

Incoming Infected

COLLECT 7 DEE LETTERS FOR THE DOC.
Recover previous survivor's mission items.

Tower of London (Upper Ramparts): Armored Guard, Hunter, Spitter (6+)

This opens up to an upper parapet and steps to the rescue site [7]. Target any Spitters first, or shove your way up to the circular roof and bring everything you've got to the remaining Infected. Clear the immediate area (including the route from the Tudor room) of foes. Keep your back to the crenellations, looking quickly left and right for signs of other Infected.

Once this mission commences, there's no way to stop it. You have the choice of three different endings:

- Ending A: "The Panacea for the Masses." You successfully fend off all Infected attacks, and the Ravens' helicopter rescues you. Extraction from the Tower of London is completed. You hand off the Panacea to Sondra.
- Ending B: "The Panacea Is Missing." You successfully fend off all Infected attacks, and the Raven's helicopter rescues you. Extraction from the Tower of London is completed. You escape without the Panacea and hope is lost.
- Ending C: "Survivor Down." You unsuccessfully fend off all Infected attacks and fall somewhere between the first pier and the top of the tower. Extraction is incomplete. You will be missed.

Mission 17 (and all missions) Completed: Maximum Survivor Score: +220

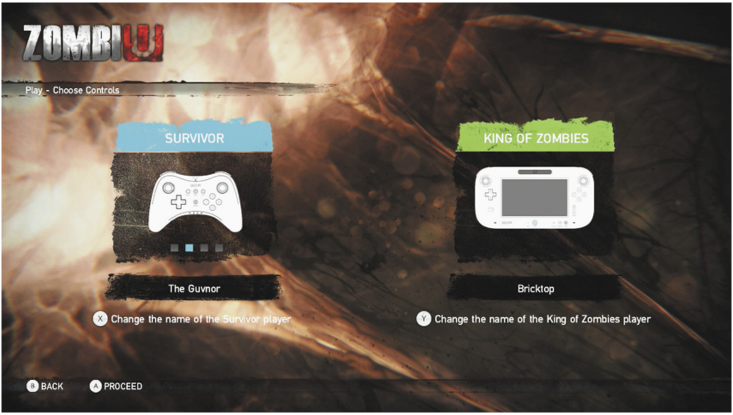
Multiplayer

The Survivor versus King Boris

The “King of Zombies” has organized his own sadistic London games to entertain his bloodthirsty subjects...

Play as King Boris, crazed boss of a violent gang and self-proclaimed “King of the Zombies” to beat all survivors...one at a time!

Play as a Survivor and attempt to outwit the King of Zombies and his brain-dead gladiators!


ZOMBIU
Play - Choose Controls
SURVIVOR
KING OF ZOMBIES
The Guvnor
Bricktop
X Change the name of the Survivor player
Y Change the name of the King of Zombies player
B BACK
A PROCEED

Captured Survivors know—for a short time before they’re mauled to death—that there’s always an enterprising individual waiting to turn a crisis into a moneymaking advantage. In this case, local crime lord and all-around bounder King Boris, along with his minions, both human and Infected, have created a series of arenas to test the mettle of captured humans. Multiplayer pits one player, the Survivor, against the King of Zombies, who will stop at nothing until the Infected get their meal!

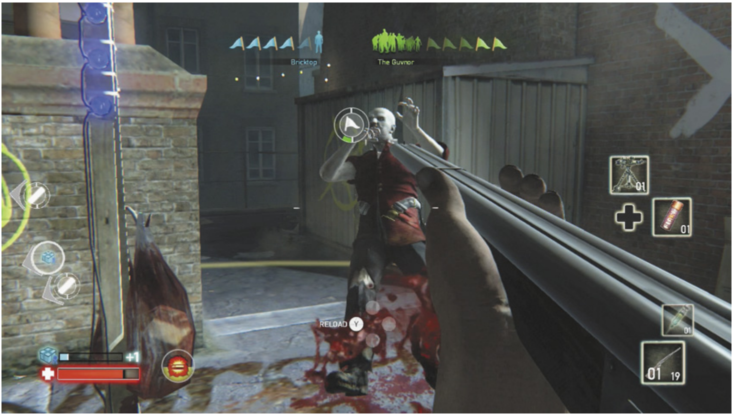
Controls

Controls // How to Survive

Refer back to the “Training” chapter to learn about all the different maneuvers you can make. This section covers the multiplayer-only control methods, beginning with the Survivor.

HOW TO SURVIVE // SURVIVOR CONTROL

Connect a Wii U Pro Controller, or a Wii Remote and a Nunchuk, to start multiplayer. All of the controls used in the campaign function exactly the same way in multiplayer but with two important distinctions: There is no shoulder button dedicated to "Use Scanner" and there's a new way to toggle your inventory items.

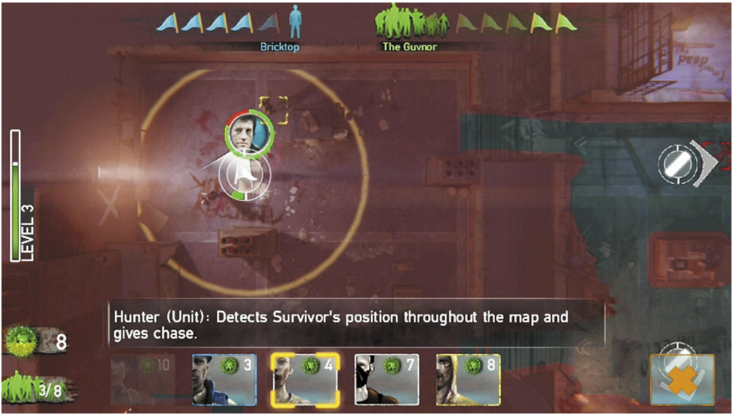

Bricktop
The Guvnor
RELOAD Y
+1
01
01
01
01 19

✚ Activate Inventory Items

Each of the seven weapon loadouts (discussed later in this chapter) have an inventory item to access (usually a flare, grenade, or Molotov cocktail). In addition, there are more items (such as automated turrets, Medipacks, power-ups, and other items) you can pick up during a match. Simply select a direction on , and use the item you want. The inventory appears on the main screen; Survivors don't have a backpack now the King of Zombies has commandeered your GamePad!

HOW TO SURVIVE // KING OF ZOMBIES CONTROL

The King of Zombies always utilizes the GamePad and views the GamePad screen during matches.


Bricktop
The Guvnor
LEVEL 3
8
3/8
10
3
4
7
8

Hunter (Unit): Detects Survivor's position throughout the map and gives chase.

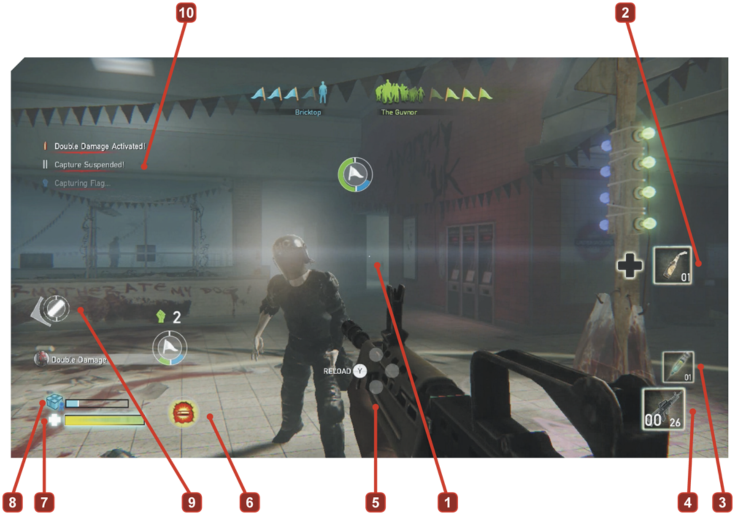
There are two main ways to control your view of the map during matches:

- Use your fingers to scroll around the map and a finger to position and drop in zombies.
- Or you can move about the map using Ⓛ , and use the stylus to position and drop in zombies. This control method is preferred, as you have much more accuracy during placement—the tip of the stylus is much more tapered compared to even the daintiest of fingers.

Information // Heads-Up Displays

The information that flashes up on your screen (Survivor) and Prepper Pad (King of Zombies) shows a variety of information. Here's what it all means:

THE MAIN SCREEN


10
2
Bricktop
The Guvnor
Double Damage Activated!
Capture Suspended!
Capturing Flag...
2
Double Damage
RELOAD Y
01
01
00 26
8
7
9
6
5
1
4
3

This is an example of the action during an Assault match. The two other game modes (discussed later) have a very similar screen but with fewer elements to worry about.

[1] Crosshairs: This small white dot is your crosshairs. Line up shots using this, and turn this off and on in the Options.

[2] Inventory: This shows the item you start with (from the loadout) and any automated turrets (Assault only), rewards, or items you've picked up. Use them whenever you wish.

[3] Virucide: You begin the match with one Virucide syringe. Rewards can (randomly) award you with more. These save you from a grab and maul, just like in Campaign mode.

[4] Weapon Ammunition: This shows the weapon you're using, with the remaining ammunition (in the chamber and in total). Swap between your primary and secondary weapon as you empty the ammo of one or search for more weapons and ammo.

[5] Context-Sensitive Buttons: These appear when you want to pick up an object on the map.

[6] Power-up: If a power-up is in play, and it is timed to expire, it is shown (along with the time left) here.

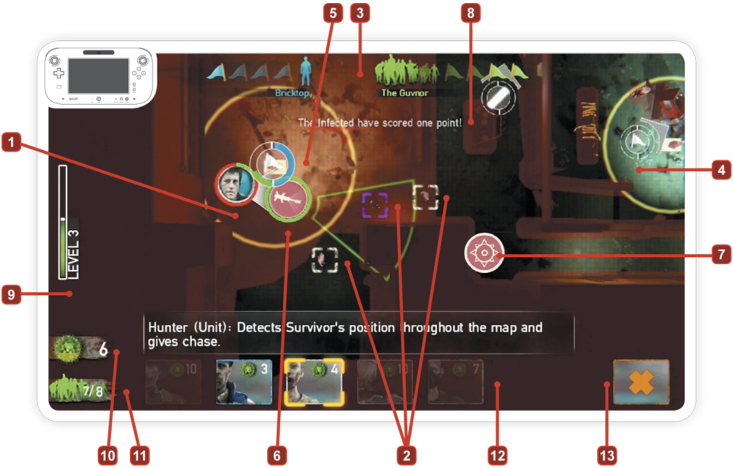
[7] Health: This reveals your health.

[8] Reward: You gain a point (which fills this meter up) every time you kill a zombie on the map. It takes 12 to 13 zombies to fill up the meter. King Boris grudgingly gives these out—randomly—on the map. The object (a power-up, health, or item) is also randomly determined.

[9] Flag Location (Pointer): Assault only. This reveals where each of the flags is and whether it's being captured by the Survivor (blue) or Zombie forces (green).

[10] Notifications: A particular activity pertinent to you is shown here.

THE PREPPER PAD SCREEN


The Infected have scored one point!

Hunter (Unit): Detects Survivor's position throughout the map and gives chase.
5
3
8
1
4
Bricktop
The Guvnor
LEVEL 3
7
9
6
7/8
10
3
4
10
7
10
11
6
2
12
13

This is the screen you see when you're controlling your zombie minions on the Prepper Pad. It contains the following information:

[1] The Survivor: This is your target. Generally, you must slay him or her as soon as possible. The circle of green indicates the Survivor's health, and the white cone is the direction the Survivor is facing.

[2] Zombies: When you place a zombie, it appears within a square crosshairs target. You can see where your forces are at all times, as long as you scroll around the map. The color indicates the zombie's health.

[3] Score: This changes depending on the game mode.

[4] Flag Location (Pointer): Assault only. This reveals where each of the flags is and whether it's being captured by the Survivor (blue) or Zombie forces (green).

[5] Flag Location: Assault only. This shows the flag on the map you're looking at, along with the flag's radius for scoring purposes.

[6] Automated Turret: Assault only. If the Survivor has positioned an automated turret, it is shown, along with its health.

[7] Mines: If the Survivor has laid a mine, it is shown.

[8] Notifications: A particular activity pertinent to you is shown here.

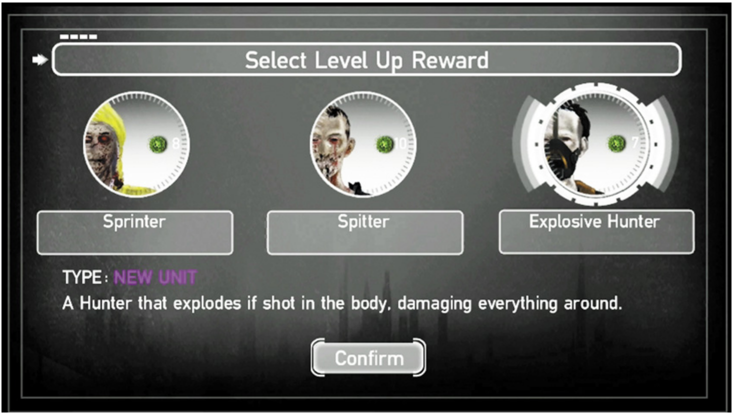
[9] Level: This shows how experienced you are. You gain a point (which fills this meter up) every time you place a zombie on the map. You lose a point every time you remove a zombie from the map. It takes 12 to 13 zombies to fill up the meter.

[10] Resources: This ticks up to 20 points. Each zombie is worth several points to spawn, so you can have numerous low-point zombies or a few high-point ones (some unlocked at higher levels), or a mixture of both.

[11] Total Zombies: This shows how many zombies you can have on this map at once. This is eight, before any level bonuses are added.

[12] Zombie Unit Selection: This shows the zombies you can place on the map, dependent on your resource level, and the zombies you've unlocked based on your level. Information and cautions about positioning is shown above the zombie selection.

[13] Zombie Removal: If you wish to remove a zombie, hit this, losing a point to your Level meter. Do this if the Survivor is far from forces you have positioned, and you want to regroup.


Select Level Up Reward
8
10
7
Sprinter
Spitter
Explosive Hunter
Confirm

TYPE: NEW UNIT

A Hunter that explodes if shot in the body, damaging everything around.

This is an example of a Level-Up screen. When the message "Tap to Level Up!" appears, complete the action and then choose a reward. This could be a new type of zombie or another augmentation from the list shown later in this chapter.

Rules of Multiplayer

Multiplayer Modes // Overview

OVERVIEW // MODES OF PLAY

There are three modes of multiplayer:

35
The Guvnor
Free Home Delivery
MP5 SD Sub-Machine Gu
00
+1
08 00

- Assault: Flags are positioned around the map (and new positions appear as the match progresses). The Survivor must move and hold a flag until he or she scores. King Boris needs to place Grunt Zombies at the flag until they score. The first to score four or five points wins. Kills and time are unimportant.

- Killing Box: This is a simple Versus mode. The Survivor needs to kill as many zombies as possible. Score is more important than time. King Boris needs to stop the Survivor with as few zombie deaths as possible.

- The Last of Them: This is a little like a “Time Attack” mode; you need to survive for as long as possible. Time is more important than score. King Boris needs to stop the Survivor in as little time as possible; otherwise this (and all tactics) is similar to Killing Box. This mode is opened when you spend 40 Uplay points.

Note

How adept are you? In the Killing Box mode, a score above 50 is considered good and proof that you’ve mastered the shooting component of this game. Scoring over 100 points is a masterful achievement! On Survival, staying alive for over five minutes is a good achievement. Surviving over 10 minutes is amazing!

OVERVIEW // MAPS

There are five maps to choose from. These are identical in all modes, except:

- Only ammo and automatic turrets are available to the Survivor in Assault, so he or she can reload and add a defensive turret to guard a flag area.

- There is a full complement of weaponry scattered about the map in Killing Box and The Last of Them. Simply find the gun you started with to reload it, or find a different gun to swap with.

OVERVIEW // DIFFICULTY

There are two settings, Beginner and Normal.

- If the Survivor is continuously losing matches in a short amount of time, tweak this setting to “Beginner.”
- If King Boris is continuously losing matches in a short amount of time, tweak this setting to “Normal.”

Once you play a match as Survivor and King Boris, swap roles to see who makes the most efficient killing machine!

Weapon Loadouts

Before the Survivor begins a match, they can choose a primary and secondary weapon from the following seven loadouts:

WEAPON SET // 1

Primary Weapon	Secondary Weapon	Inventory Item
Magnum Pistol	Double-Barrel Shotgun	Flare

WEAPON SET // 2

Primary Weapon	Secondary Weapon	Inventory Item
Model 870 Shotgun	P226 Pistol	Grenade

WEAPON SET // 3

Primary Weapon	Secondary Weapon	Inventory Item
M4 Tactical Shotgun	Hunting Crossbow	Molotov Cocktail

WEAPON SET // 4

Primary Weapon	Secondary Weapon	Inventory Item
MP5 SD Submachine Gun	Model No.4 Mk1 Carbine	Grenade

WEAPON SET // 5

Primary Weapon	Secondary Weapon	Inventory Item
UMP45 Submachine Gun	P226 Pistol	Grenade

WEAPON SET // 6

Primary Weapon	Secondary Weapon	Inventory Item
AK-47 Assault Rifle	P226 Pistol	Grenade

WEAPON SET // 7

Primary Weapon	Secondary Weapon	Inventory Item
SA80a2 Assault Rifle	L9A1 Pistol	Molotov Cocktail

Choose your favorite loadout based on the following factors:

- The statistics and information detailed in the “Hardware” chapter of this guide.
- The weapons you utilize and favor the most during Campaign games.
- The guns you most easily and adeptly can fire into the heads of the zombies you encounter.
- The firearms you find take the least number of shots to remove a zombie threat, without ammo wastage.

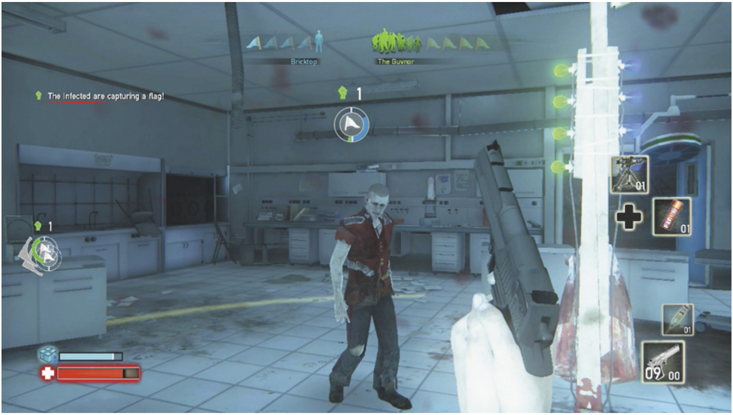
Zombies

Bricktop
The Guvnor
Capture Suspended!
Capturing Flag
Crossbow Bolts x6
Shotgun Ammo x7
+1
01
01
04
11

The following list shows all the different zombies that the Survivor must face and that King Boris can summon. We detail the points they cost and their actions, along with any takedown tactics. Be sure to check the “Rogues Gallery” chapter for more knowledge on dealing with each zombie type.

Infected Types

GRUNT


Bricktop
The Guvnor
The Infected are capturing a flag!
1
1
01
01
01
09 00

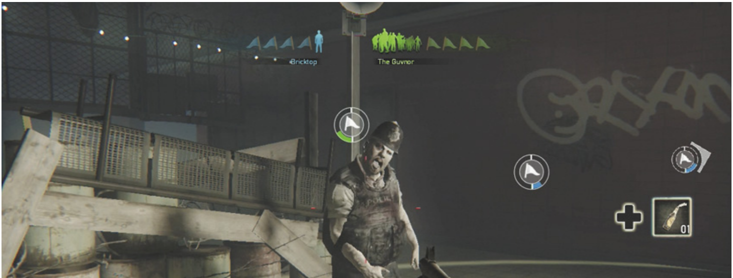
- Points: 10

The Grunt is expensive and has a single use: to capture the flag in Assault mode.

Survivor Tactics: These appear only in Assault mode and are used only for capturing flags. They can be extremely annoying, especially as your foe can split them up and take two flags at the same time. However, they cost a lot of points (and it takes points to spawn zombies), so you don't have as many other foes to worry about. Spend time blasting them to remove their presence for flags you still have a chance of capturing yourself.

King Boris Tactics: The Grunt is the only unit that captures flags. They are essential to winning, but they are expensive and defenseless (they don't even fight), so make sure you protect them well. Each Grunt added to a flag will help capture it faster. Place one or two of these near an uncontested flag to really annoy the Survivor into frantically splitting time between flag locations while other Grunts slowly capture other flags.

GUARD


Bricktop
The Guvnor
01

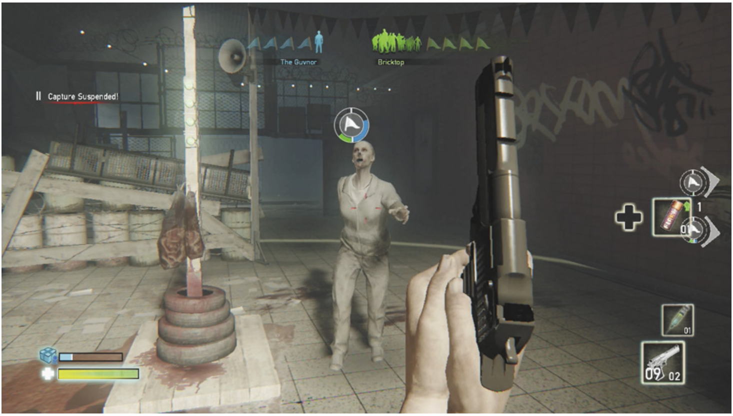
- Points: 3

The Guard detects and attacks the Survivor within a limited range.

Survivor Tactics: The Guard differs from the Hunter in that it doesn't actively move and search for you. Sometimes it's worth avoiding Guards that haven't seen you, so you keep King Boris's zombies on the map, preventing him from summoning more. Otherwise, Hunter takedown tactics apply here.

King Boris Tactics: The Guard is the cheapest unit, but it does not actively pursue the Survivor—it only attacks when the Survivor comes close. You can use them when you have a good idea of where your opponent is going. Make sure you spread them out a little so they are not too vulnerable to grenades.

HUNTER


The Guvnor
Bricktop
Capture Suspended!
1
01
01
09 02

- Points: 4

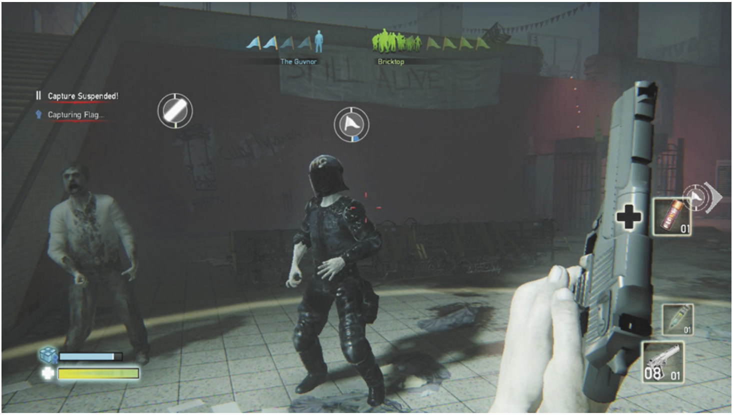
The Hunter detects the Survivor's position throughout the map and gives chase.

Survivor Tactics: All the tactical advice you read in the "Rogues Gallery" chapter applies just as well to taking down the Hunter. In general, you want to shoot the Hunter in the head. To really make sure you use as few bullets as possible, run straight at the foe, blasting from as near point-blank range as you dare. Use very short bursts if you're employing semiautomatic or automatic weapons.

King Boris Tactics: The Hunter is your army's mainstay. It chases the Survivor everywhere and fights him. Dropping these in from all directions really can annoy your foe, but these are only necessary to use over Guards if your foe knows not to trigger

Guards into attacking.

ARMORED GUARD


The Guvnor
Bricktop
Capture Suspended!
Capturing Flag...
01
01
08 01

- Points: 10

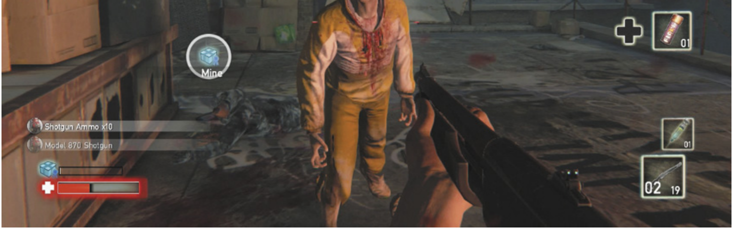
A very tough Guard that needs multiple headshots to kill.

Survivor Tactics: The Armored Guard normally requires a few headshots to kill (you will see you are close to killing it once the helmet is thrown off) and won't be affected by body shots. You can kill them faster with a grenade or a mine. You can also try to avoid attracting their attention, if they have not detected you yet and are not guarding something you really need, like a flag.

King Boris Tactics: The Armored Guard is very hard to kill, but it is expensive and does not immediately chase the Survivor. It is very useful for defending flags but also for soaking up damage from the Survivor or from a turret while the weaker units attack.

SPRINTER

15
Bricktop
You received a reward!


Mine
Shotgun Ammo x10
Model 870 Shotgun
01
01
02 19

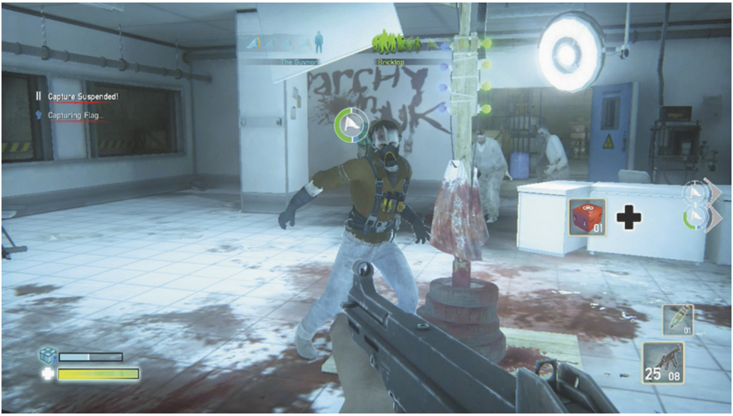
- Points: 8

A faster and stronger version of the Hunter.

Survivor Tactics: The Sprinter is not only faster than the regular Hunter, but also deals more damage. You should try to kill it before it reaches you.

King Boris Tactics: The Sprinter is not only faster than the regular Hunter, but also deals more damage. Combined with the damage upgrade, it can become extremely lethal in close combat. It's important to remember that it is almost as easy to kill as a regular Hunter, so it's best to place a Sprinter behind the Survivor to surprise him. It's also good to keep the Survivor occupied with other units while you send a Sprinter from a good position.

EXPLOSIVE HUNTER


The Guvnor
Bricktop
Capture Suspended!
Capturing Flag...
01
01
25 08

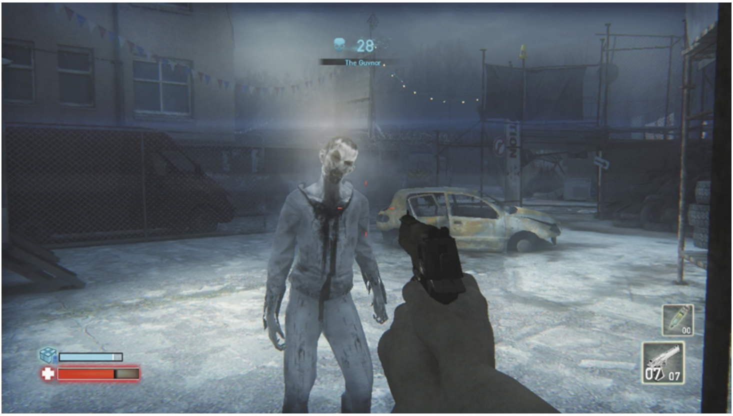
- Points: 7

A Hunter that explodes if shot in the body, damaging everything around it.

Survivor Tactics: The Explosive Hunter will explode and deal a lot of damage if shot in the body. Normally you should use high-accuracy weapons and aim at the head exclusively. However, in other circumstances you will want to make them explode, because they also damage the other Infected around them. So, if you blow up an Explosive Hunter at the right time, you can take out a lot of enemy units in one shot.

King Boris Tactics: The Explosive Hunter is perfect against opponents who fire indiscriminately. It is also good against turrets. When a turret shoots it, the turret will most likely take some damage from the ensuing explosion. You have to be careful with the Explosive Hunters, though. If they are mixed with a group of units, they can take the whole group with them when killed. Sometimes it is better to remove an Explosive Hunter rather than allow the Survivor to use it against you.

SPITTER


28
The Guvnor
00
07
07

- Points: 10

Uses a ranged acid attack that impairs vision and damages the human and turrets.

Survivor Tactics: The Spitter is dangerous, because it can attack from afar, it can blind you, and it attacks your turrets. If possible, prioritize killing it over other enemies.

King Boris Tactics: The Spitter is the only ranged unit available to you. It’s great for destroying turrets from afar, and it can support a group of weaker units by blinding the Survivor and hitting him from a distance.

Rewards

Both the Survivor and King Boris benefit from a series of rewards that are given out once a certain number of zombies are slain or placed on the map. Aside from new types of zombies (detailed previously), you can choose the following additional rewards.

Rewards // King Boris

As you place units, kill the Survivors, and destroy turrets, you will gain XP and level up. Choose your rewards based on your play style and the situation. There are several types of rewards: new units (you can choose two out of the four total unlockable special units), activated powers (which then appear in your unit menu; you can have only one unused power available at any time), permanent upgrades to certain stats, and some temporary but powerful upgrades.

Level-Up Rewards

RESOURCE BOOST

- Type: Permanent
- +8% resource generation rate

When to use: Having your resource points increase more quickly is an excellent option, as you can place more zombies in a shorter amount of time.

DAMAGE UPGRADE

- Type: Permanent
- +50% damage dealt by your units

When to use: If the Survivor is shrugging off your attacks, choose this. Spitter attacks are especially improved, as they are ranged, and general attacks can really cause the Survivor problems. An excellent choice.

CAPACITY UPGRADE

- Type: Permanent
- +2 maximum unit capacity

When to use: Choose this over the other rewards only when you're constantly running out of units to place because all are on the map already. More zombies mean less chance for Survivor survival!

RESOURCE LIMIT UPGRADE

- Type: Permanent
- +10 to resource storage capacity

When to use: Normally you can only have 20 points' worth of zombies on the map. Change this to 30, and you can summon many more, providing your resources are high enough. Weigh the advantages of this over the resources you use constantly; you may never have 30 (or even 20) points of foes on the map. But, in a game mode where time isn't a factor, waiting until you have 30 points ready and then, for example, dropping in ten Guards to swarm a foe can be hilariously brutal!

LOCKDOWN

- Type: Effect Activated
- (Assault only) When activated, no flags can be captured by either side.

When to use: Is the Survivor attempting to claim a flag? Is the match score about to change for the worse? Then freeze the action, build up your forces (both Grunts moving to uncontested flags, while keeping the Survivor occupied), and turn the course of the match in your favor.

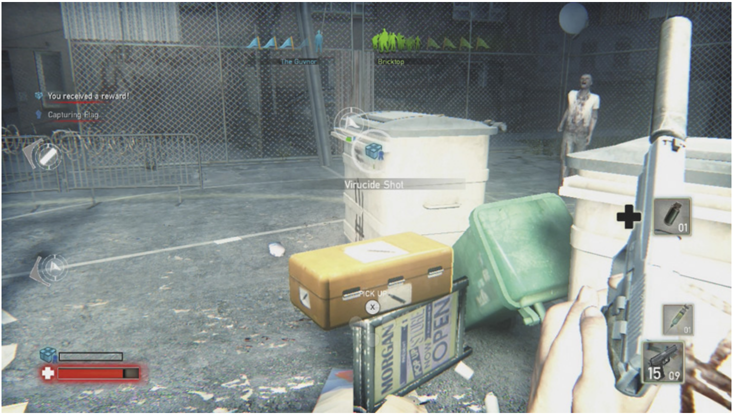
WIPE OUT DEFENSE

- Type: Effect Activated

- (Assault only) When activated, all turrets and mines the Survivor places explode.

When to use: Although some of your forces attack turrets already, removing them can seriously impede your foe's enthusiasm for the win. Doing this just before you send in a horde further depresses your already-downtrodden foe!

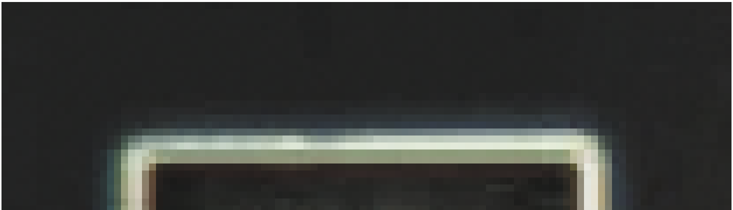
Rewards // Survivor

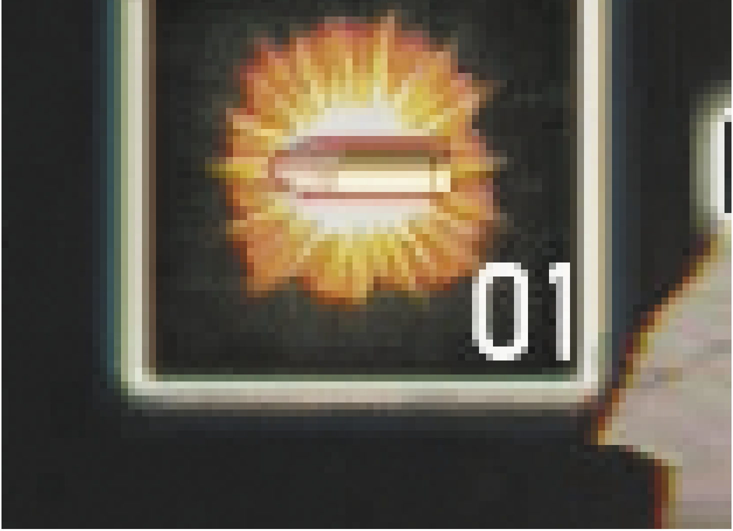

The Guvnor
Bricktop
You received a reward!
Capturing Flag
Virucide Shot
PICK UP
X
MORGAN
NOW OPEN
01
01
15 09

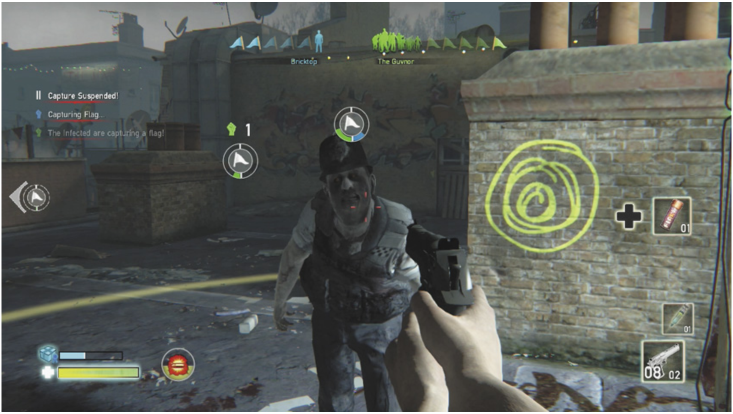
Although not part of the loadouts you can choose, Survivors have the ability to locate rewards in "gift boxes." Pick them up whenever possible, as you're likely to encounter one of the following items.

"Gift" Rewards

DOUBLE DAMAGE






Capture Suspended!

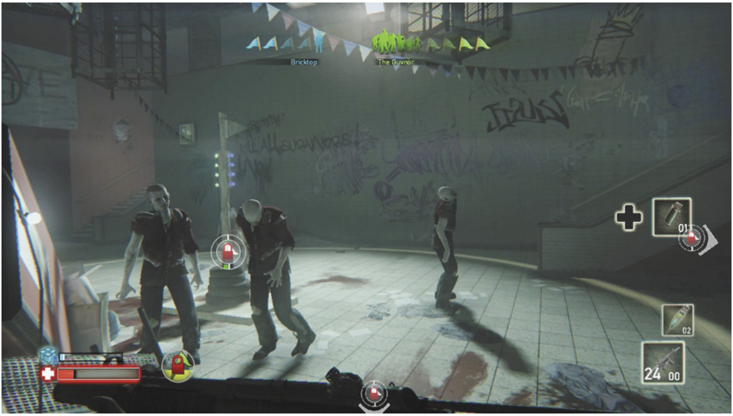
Capturing Flag...

The Infected are capturing a flag!

Bricktop
The Guvnor
1
01
01
08
02

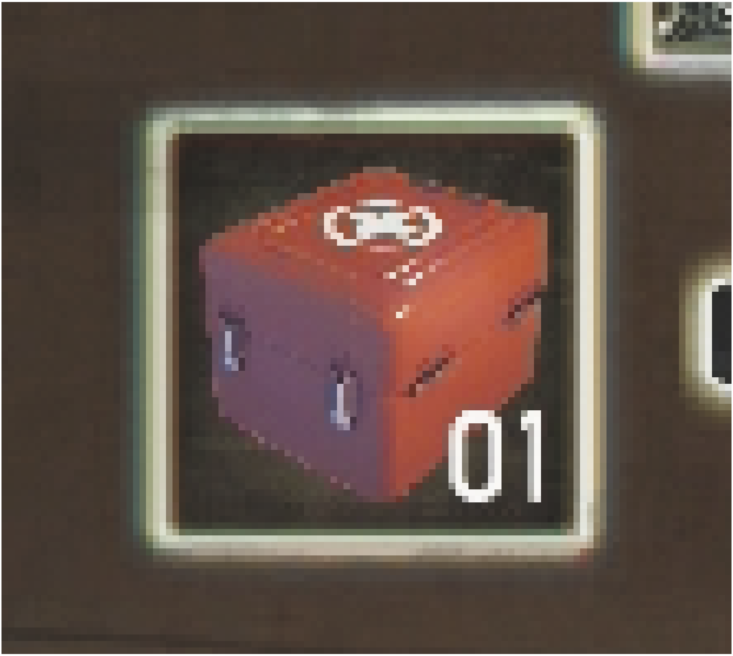
When to Use: This temporarily increases the power of your weapons. Employ when you see several foes that you can kill in quick succession, and use after you've fully reloaded with both weapons. Make the most of this one!

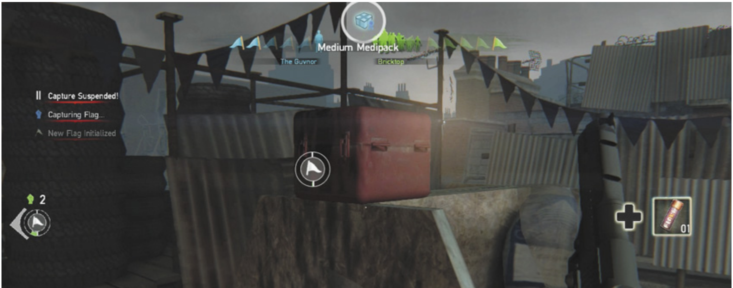
LOCKDOWN

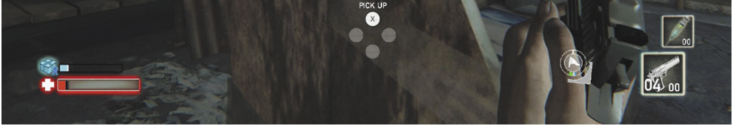

Bricktop
The Guvnor
KILL ALL SURVIVORS!
01
02
24 00

When to use: This prevents flag conquest for a period of time, and it prevents the King of Zombies from gaining new resources for that period (the Lockdown that the King of Zombies can trigger affects only flags while allowing the flow of resources to continue).

MEDIPACK

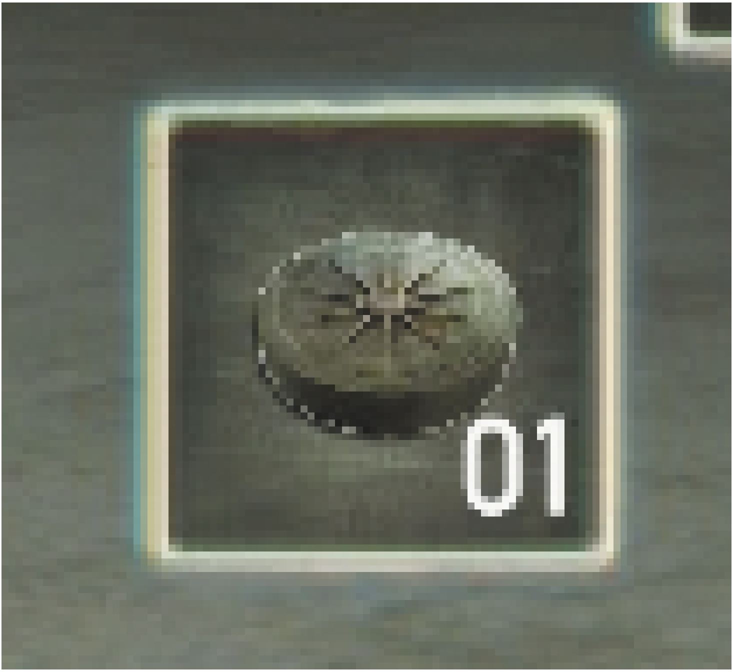



Medium Medipack
The Guvnor
Bricktop
Capture Suspended!
Capturing Flag...
New Flag Initialized
2
01

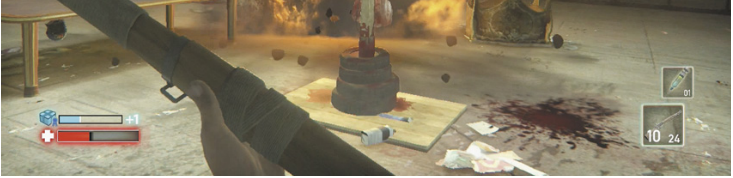

PICK UP
X
00
04 00

When to use: Replenish your health when you’re close to death.

MINE

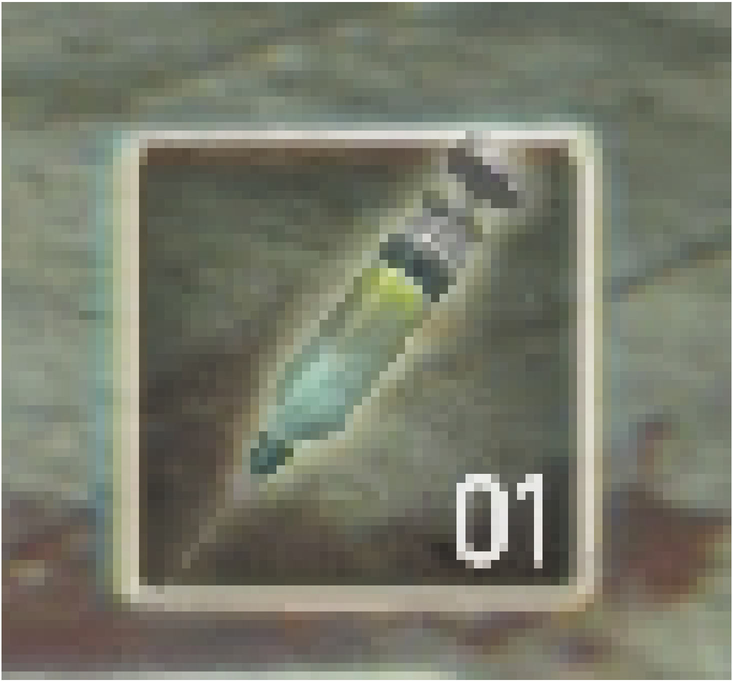


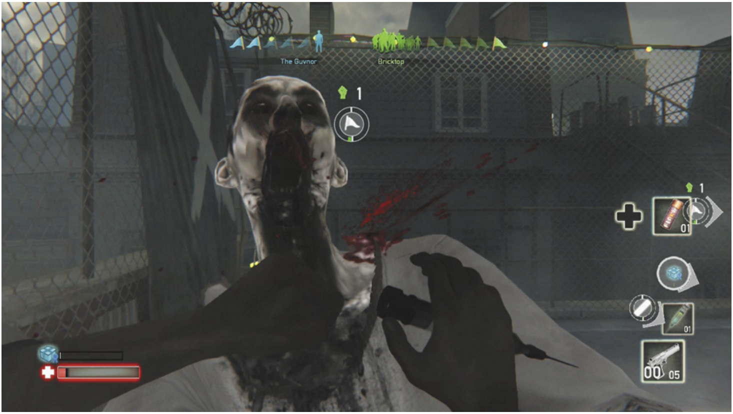
Bricktop
The Guvnor
Capture Suspended!
Capturing Flag...



When to use: Place on the ground and watch foes set off a devastating explosion when the mine is triggered. However, this harms you too.

VIRUCIDE SYRINGE

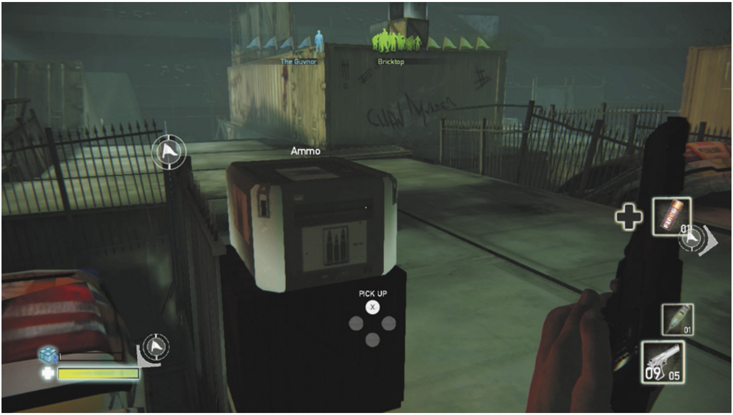



The Guvnor
Brickstop
1
1
01
01
00 05

When to use: This is the only way to survive if you are grabbed by an Infected. Employ it to save your life, when needed.

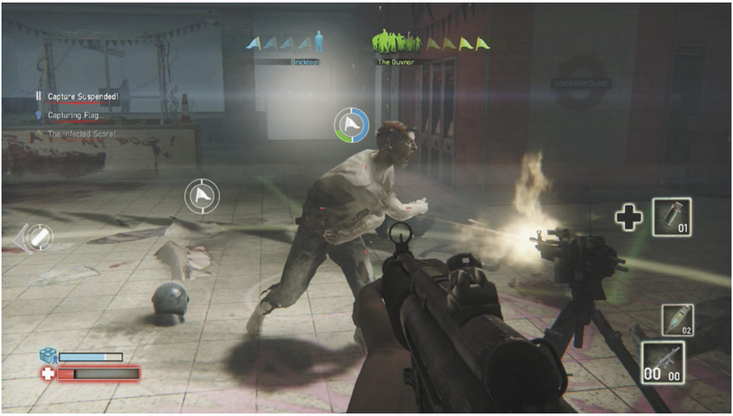
Survivor // Player Advice

Tip 1 // Lock and Reload


The Guvnor
Brickstop
Ammo
PICK UP
X
01
01
09 05

Running out of ammo is one of the biggest threats to your safety. When moving around, don't forget to restock on ammo from the boxes (or weapons) lying around.

Tip 2 // Going Great Guns


Bricktop
The Guvnor
Capture Suspended!
Capturing Flag...
The Infected Score!
01
02
00 00

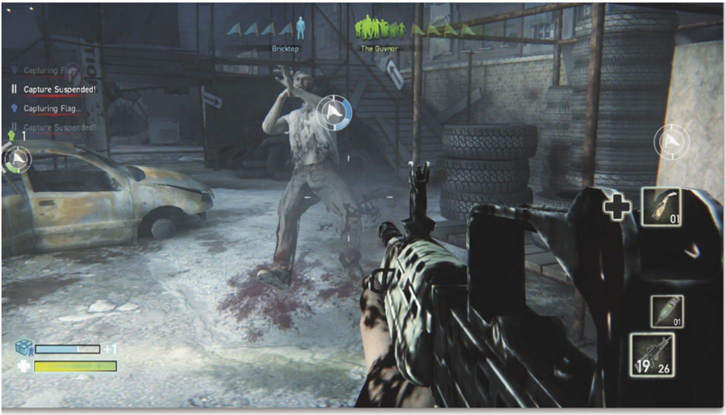
In Assault mode, on each map, there are a few locations where you can pick up an automated turret. These are really useful and often can make the difference between succeeding or failing at capturing a flag. You can place the turret wherever you want, and it can have multiple uses. Place it to cover your back or to kill a large number of Infected coming toward you. The turret range and area of effect is not very large, so place it carefully. Once placed, the turret also has the benefit of drawing nearby Infected away from you.

Tip 3 // Mind the Gap

Bricktop
The Guvnor
Capture Suspended!
Capturing Flag...
Capture Suspended!
2
01
07 00

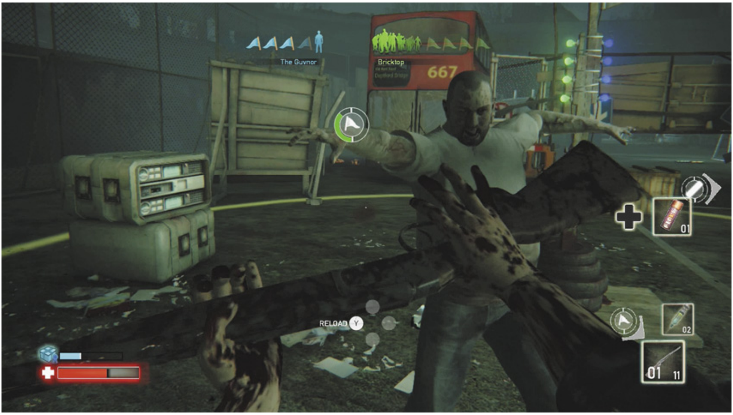
Don’t sit too much in one place without checking your back. You can always count on the King of Zombies to send a minion from behind you.

Tip 4 // Floor Show


Bricktop
The Guvnor
Capturing Flag
Capture Suspended!
Capturing Flag...
Capture Suspended!
1
+1
01
01
19 26

Headshots are better than body shots in most circumstances. Shooting legs can also be useful, as it cripples the Infected unit for good, slowing it down considerably. Fallen Infected can also be killed easily by walking to them and stomping on their heads when prompted.

Tip 5 // A Bit of Slap and Tickle


The Guvnor
Bricktop
667
RELOAD Y
01
02
01 11

The push or shoving action, which you can trigger by using without aiming, is very useful. You can use it to get away when surrounded, by pushing the Infected and running through the space you created. It can also be used to push them into mines or into a turret's area of effect.

Tip 6 // Weapons Detail

The Guvnor
Bricktop
Capture Suspended!
Capturing Flag...
Capture Suspended!
POLICE
01
17 00

Choose your weapon set based on your play style, but also change it when the circumstances require it.

- If you have a Double Damage power-up available, you will benefit from using an automatic weapon.
- If the enemy has got many Guards massed in a location, a weapon set with a grenade in it will be of great help.
- If the enemy is using Explosive Infected units, you will want to use a weapon with high accuracy.

Tip 7 // Good for a Punt

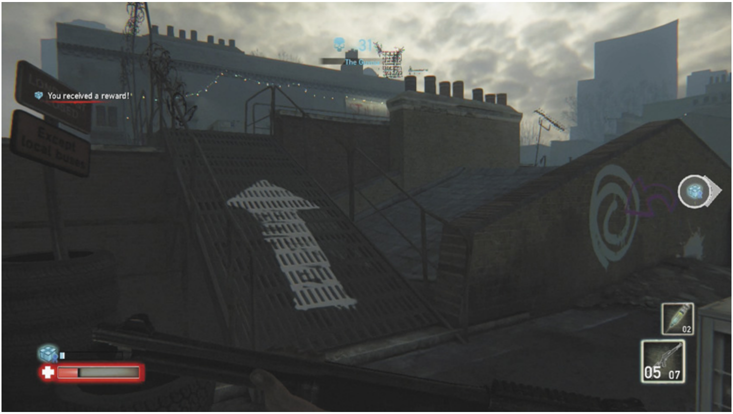
The Guvnor
Bricktop
New Flag Initialized
RELOAD Y
+1
01
00 25

Each weapon set comes with one throwing weapon, each with its own use:

- The grenade deals a lot of damage when it explodes, but it does not explode on impact, so it's most powerful against static enemies.

- The Molotov explodes on impact, but it does not kill enemies immediately—they can still attack you for a few seconds while they burn.
- The flare does not deal damage, but it attracts the Infected to its position. You can use it to escape from an attack or to keep the Infected away for a few seconds while you are capturing a flag.

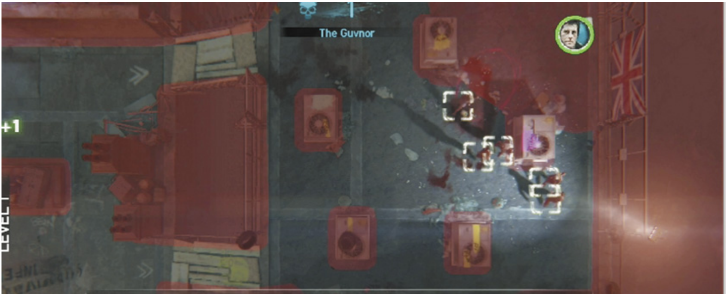
Tip 8 // Watch Your Step

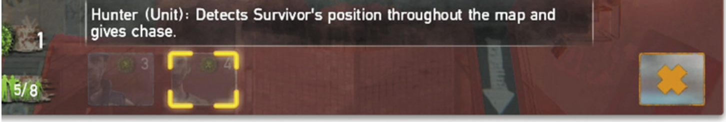

31
The Guvnor
You received a reward!
Except local buses
02
05 07

While you're learning a map, be on the lookout for visual clues so you don't get lost. If a ramp has a particular piece of graffiti or if there's a cop car in a specific location, memorize it so you know where you're going, what's nearby, and where the best items are located. For example, if you're a fan of Weapon Loadout #1, memorize the location of the Magnum on all maps.

King of Zombies // Player Advice

Tip 1 // Spam Spawning

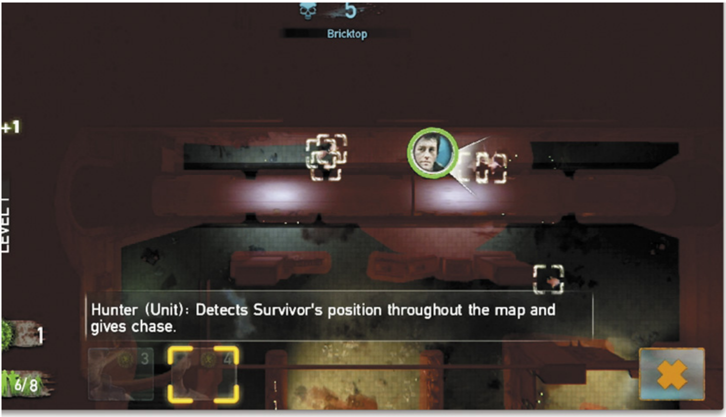

1
The Guvnor
+1
LEVEL 1



Hunter (Unit): Detects Survivor's position throughout the map and gives chase.

Units do not come for free; they cost resources, which slowly replenish over time, so use them wisely. Often, when you want to attack the Survivor, it is more efficient to wait until you accumulate enough resources for several units, rather than send units one by one.

Tip 2 // Undead Not Welcome #1

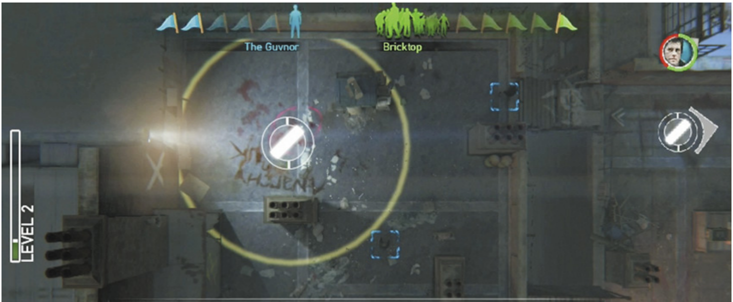


Hunter (Unit): Detects Survivor's position throughout the map and gives chase.

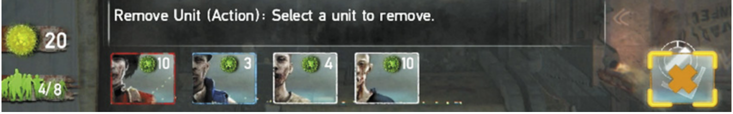
5
Bricktop
+1
LEVEL 1
1
6/8
3
4

You cannot place units in the Survivor's immediate vicinity. Try to send attack units from behind him and to harass him with units coming from different directions, rather than send them all from the same position. When placing units, also take into account the position of the automated turrets the Survivor has placed. Avoid sending units straight into a turret's firing cone.

Tip 3 // Undead Not Welcome #2

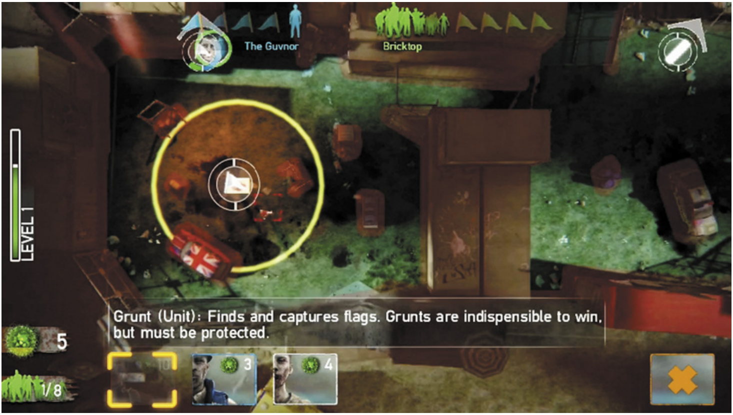


The Guvnor
Bricktop
LEVEL 2


Remove Unit (Action): Select a unit to remove.
20
4/8
10
3
4
10

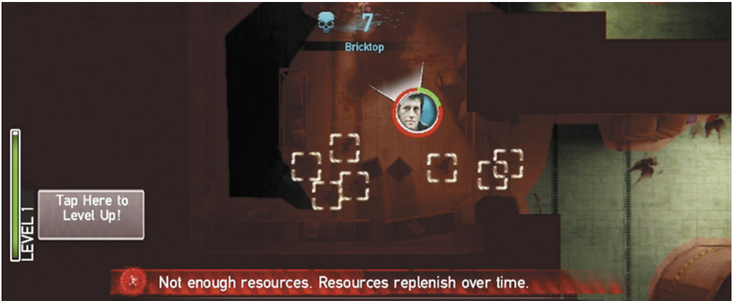
The number of units you can have simultaneously is limited, so use the Remove Unit action to get rid of units you no longer need.

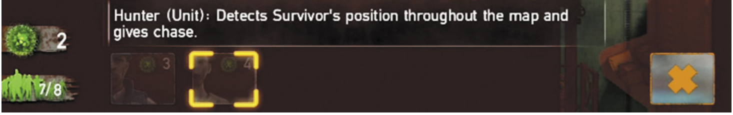
Tip 4 // Two Places at Once


Grunt (Unit): Finds and captures flags. Grunts are indispensible to win, but must be protected.
The Guvnor
Bricktop
LEVEL 1
5
1/8
10
3
4

Make sure you use your unique advantage of being in more places at the same time. You can start capturing remote flags while you are harassing the Survivor and preventing him from capturing the flag he is near. His capturing progress is interrupted every time when one of your units enters the flag area.

Tip 5 // Taking It to the Next Level

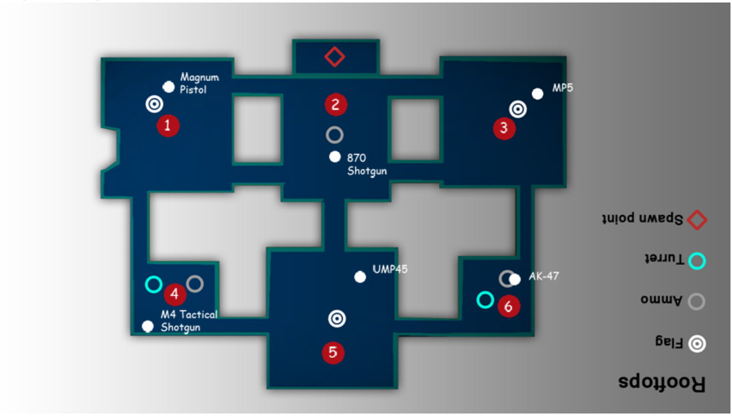

Not enough resources. Resources replenish over time.
7
Bricktop
Tap Here to Level Up!
LEVEL 1



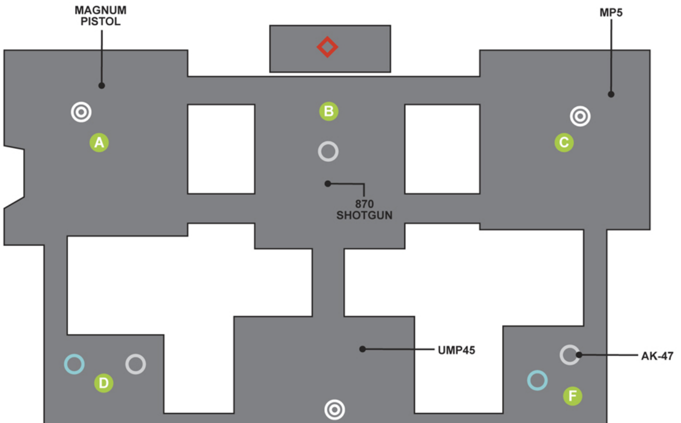
Hunter (Unit): Detects Survivor's position throughout the map and gives chase.

If you're close to leveling up, it's sometimes a cunning idea to spawn all your available zombies so you reach the level, choose the reward, and then use the Remove Unit action to get rid of all of them. Normally you lose a point for each zombie you remove, but as you've just leveled up and you're at zero anyway, this isn't an issue, especially as you keep your level!

Map // Rooftops


Magnum Pistol
1
2
870 Shotgun
MP5
3
Spawn point
Turret
UMP45
AK-47
Ammo
4
M4 Tactical Shotgun
6
5
Flag
Rooftops

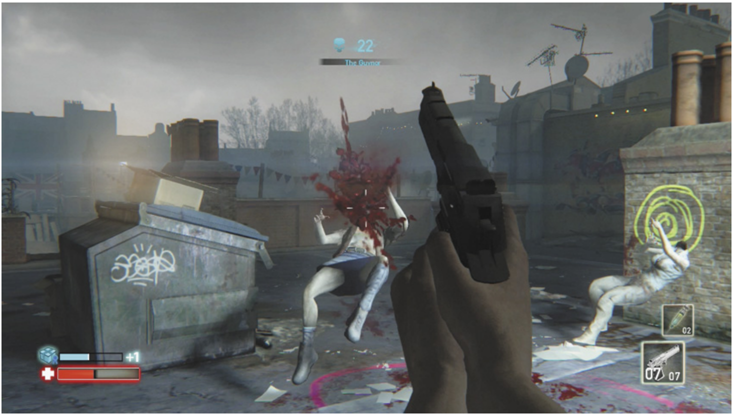
Interconnecting rooftops creating a circuit around a central killing zone. Come for the views. Stay for the carnage!


MAGNUM PISTOL
MP5
B
A
C
870 SHOTGUN
UMP45
AK-47
D
F

M4
TACTICAL
SHOTGUN
E
FLAG
AMMO
TURRET
SPAWN POINT
A
NOTABLE LOCATION

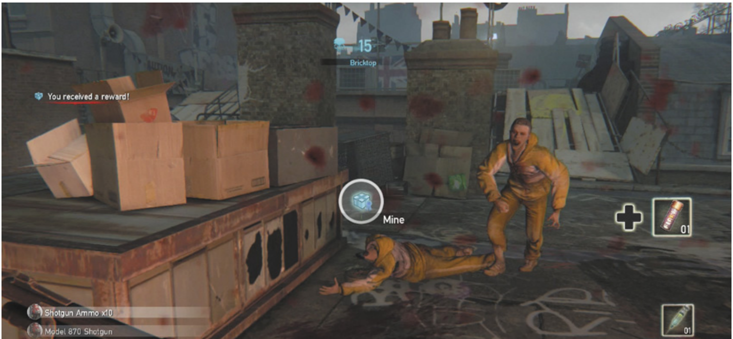
Rooftops // Notable Locations

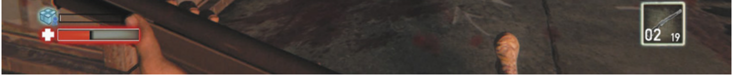
[A] // CHIMNEY STACK CORNER


22
The Guvnor
+1
02
07 07

This is a relatively good spot to make a stand, as there are only three bridge exits for foes to shamble up from, and the chimney stacks, plus the trash bin, make a good place to sidestep and strafe from. Obviously you're easily spotted due to the bright light, and there's a corrugated metal shed that Boris can hide zombies behind. Watch for those as you climb the arrow ramp.

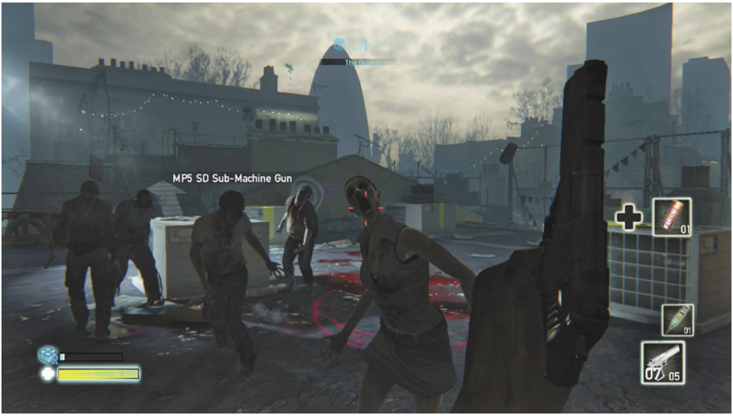
[B] // BARREL OF LAUGHS


15
Bricktop
You received a reward!
Mine
01
Shotgun Ammo x10
Model 870 Shotgun
01



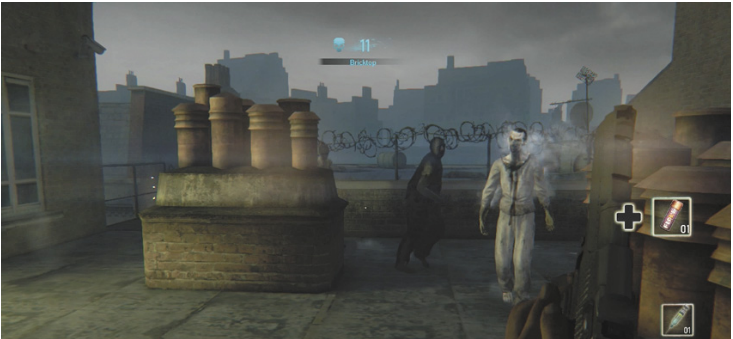
This is perhaps the most dangerous part of the map, as it's low down and has connecting bridges on three sides, meaning you can't really back up and spot foes coming from all directions. There are five exits, all sloping upward. Note the central chimney stack and flaming barrel in one corner, so you know where you are. Sometimes you spawn on the upper roof, which is handy for remaining healthy but not for claiming items or flag bases.

[C] // AIR-CON CORNER


1
MP5 SD Sub-Machine Gun
01
01
07 05

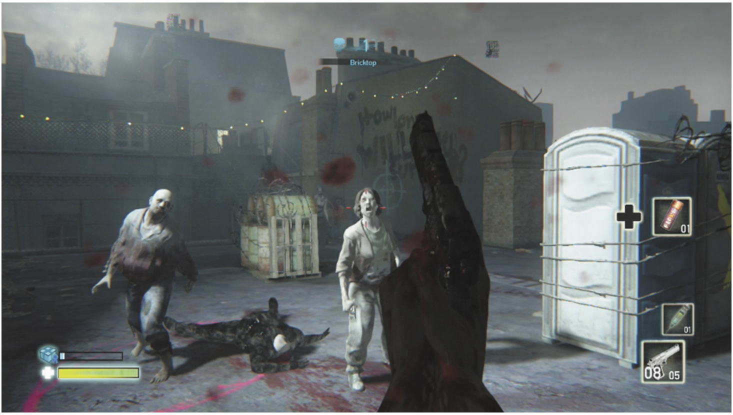
Look for the Union Jack flag and five air-conditioning units on the ground. These make great obstacles, as they prevent foes from reaching you, but you can fire over them. The bridge to Area 6 is raised, giving you good shooting opportunities, while the two remaining bridges offer views down to Area 2. This is a reasonably good vantage point.

[D] // TINY CHIMNEY CORNER


11
Bricktop
01
01

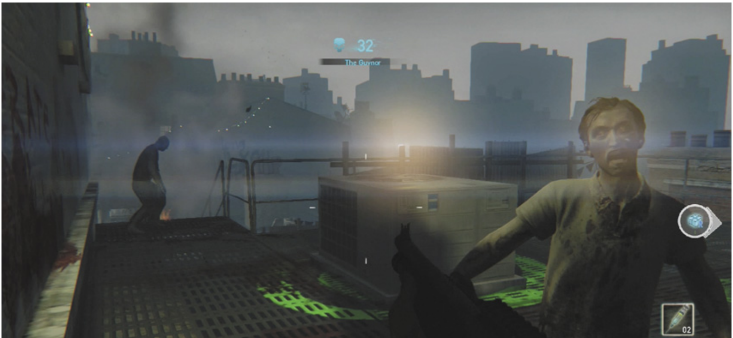
There's roughly half the ground in this location compared to Area 1, making it more difficult to defend from but easier to establish yourself at (as your radius blocks Boris from placing zombies on the roof; they are usually on the ramps). There are only two exits (which can be troubling if Boris jams them both with foes), but there's great views across to Areas 1 and 5 if you stand in the corner and sprint back and forth.

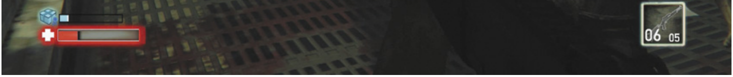
[E] // BARBWIRE BARRELS


1
Bricktop
01
01
08
05

This is the largest surface of all six areas, meaning it's easier to navigate around but difficult to maintain a defensive position in. Expect zombie incursions from three directions and 180 degrees, meaning this is a place to lay a mine or erect a turret (to guard entrances). There are good views down to Area 2 and a blind corner near the ramp up to Area 6 (watch for lurking zombies there).

[F] // METAL WALKWAY CORNER

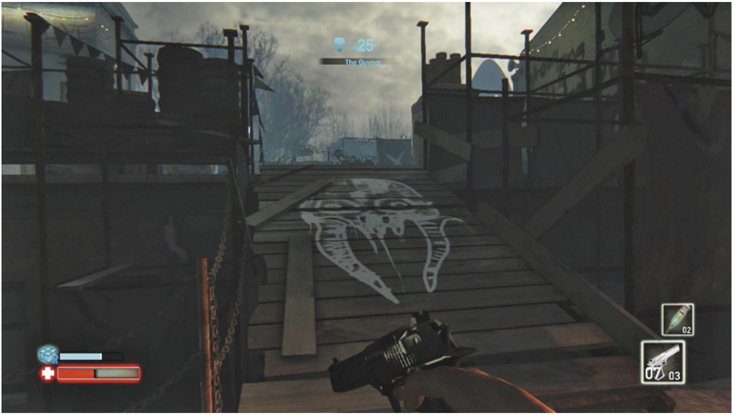

32
The Guvnor
02



The fairy lights along the wall and the raised position make this area memorable. As with Area 3, there are air-con units that make great barriers to dodge around and fire over. Otherwise, it's a tight fit here, making combat with cretins tricky to navigate through. There are two entrances, and both give an expansive view you can run back and forth to guard or lob projectiles down to.

Rooftops // Notable Tactics

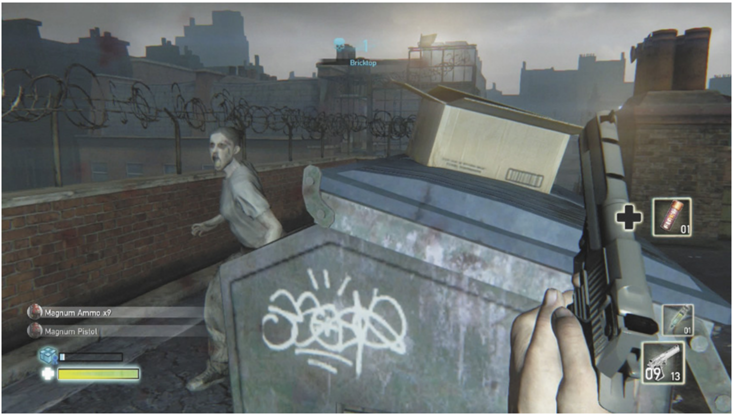
TACTICS // SURVIVOR


25
The Guvnor
02
07 03

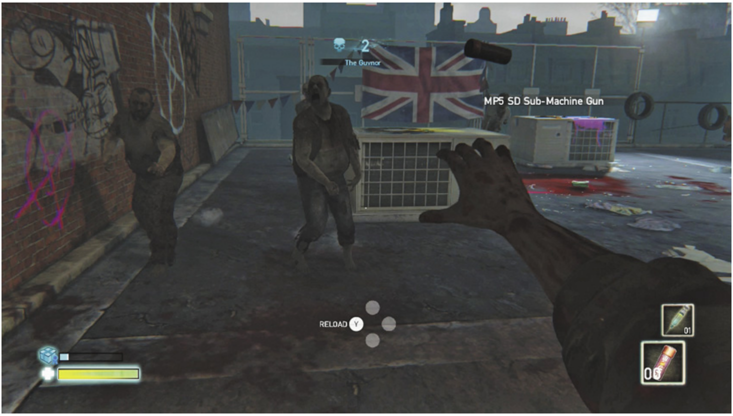
- Memorize the graffiti to help figure out where you are. If a ramp has an arrow or a monster head on it, learn which area it leads to, as well as what weapons and ammo are nearby [1].

0
Bricktop
01

- Upper areas with views across this map are great for checking the enemy types Boris is placing. For example, if you can drop an Explosive Hunter after spotting one from a distance, this prevents you from dealing with it at close quarters, where it can cause you massive damage [2].

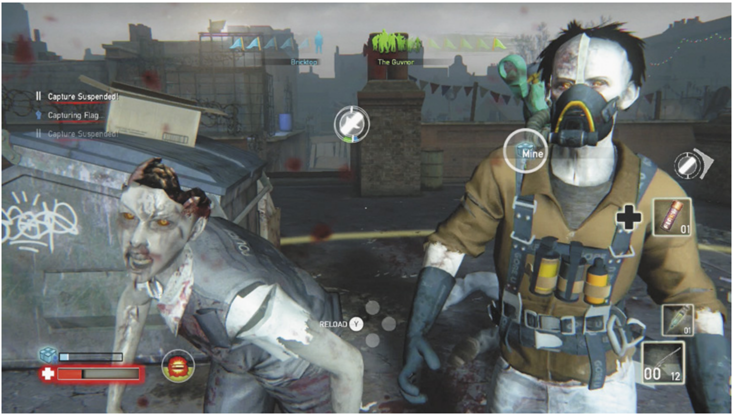

1
Bricktop
01
Magnum Ammo x9
Magnum Pistol
01
09 13

- This map is excellent for jogging around in a circuit or between preferred pick-ups, but vary your path so you don't get predictable [3].

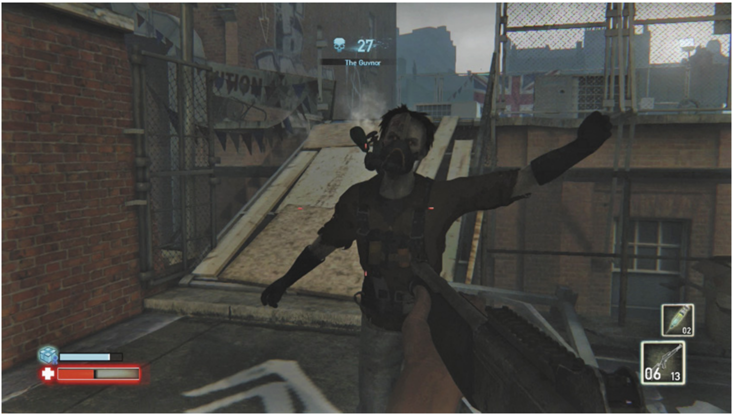

2
The Guvnor
MP5 SD Sub-Machine Gun
RELOAD
Y
01
06

- The open-air location makes projectiles feasible, and the narrow bridges mean traps are also much more likely to be effective. But nothing beats stepping to one of the corner areas (Area 1 or 3), blasting and then dodging away, out of harm's reach [4].

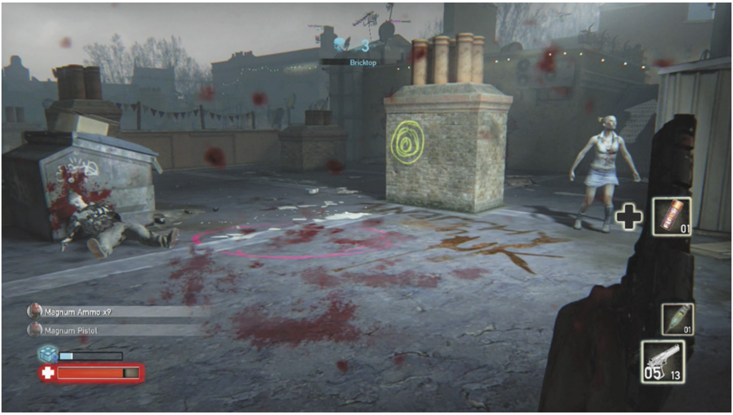
TACTICS // KING OF ZOMBIES


Bricktop
The Guvnor
Capture Suspended!
Capturing Flag...
Capture Suspended!
Mine
RELOAD Y
01
01
00 12

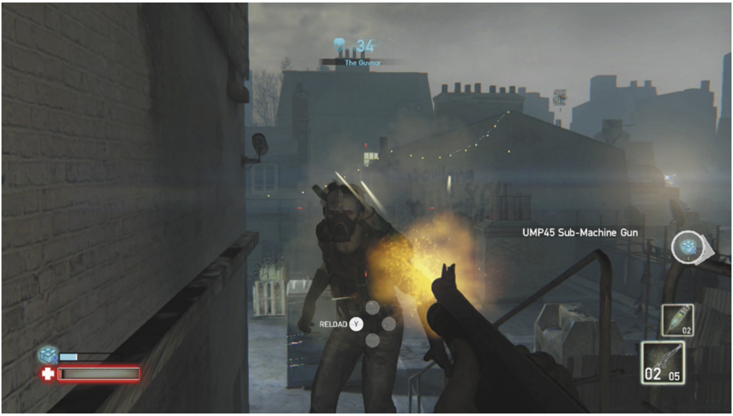
- This is a relatively compact map, so it's okay to leave zombies moving around instead of taking the penalty and removing them. In fact, it's great to try "herding" the Survivor into previously deployed units [1].


27
The Guvnor
02
06 13

- Try to keep the Survivor in areas where they don't have a very good view of the environment. For example, there isn't a great view from Area 2 (as it's low compared to the others) [2].


3
Bricktop
Magnum Ammo x9
Magnum Pistol
01
01
05 13

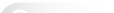
- Spawning your minions in the open air is good in a pinch, but they're easily spotted. Freak your foe out by spawning them behind chimneys and the corrugated shed at Area 1—anywhere a foe won't notice them until it's too late [3].

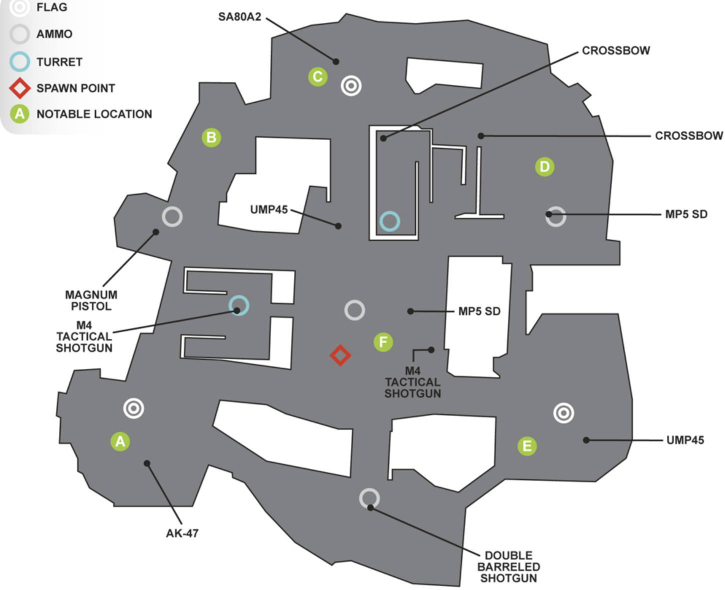

34
The Guvnor
UMP45 Sub-Machine Gun
RELOAD Y
02
02 05

- You'll end your foe's survival plans more easily if you attempt to block the bridges. Areas with a tight space and not many exits (such as Area 6) are great; then drop foes at both bridges and hope the fellow can't dodge all your minions [4]!

Map // Stadium

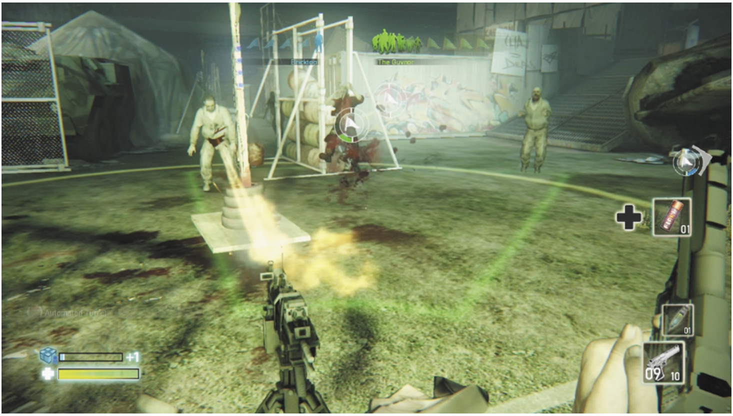
No soccer matches in this venue; instead expect a container box platform jungle and a whole lot of hooligans.




FLAG
AMMO
TURRET
SPAWN POINT
A NOTABLE LOCATION
SA80A2
C
CROSSBOW
B
CROSSBOW
D
UMP45
MP5 SD
MAGNUM PISTOL
M4 TACTICAL SHOTGUN
MP5 SD
F
M4 TACTICAL SHOTGUN
A
E
UMP45
AK-47
DOUBLE BARRELED SHOTGUN

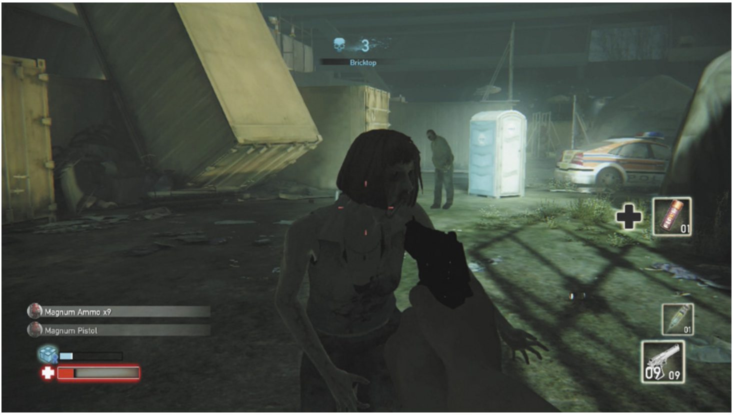
Stadium // Notable Locations

[A] // MILITARY SURPLUS CORNER


Brickton
The Guvnor
Automated turret
+1
01
01
09
10

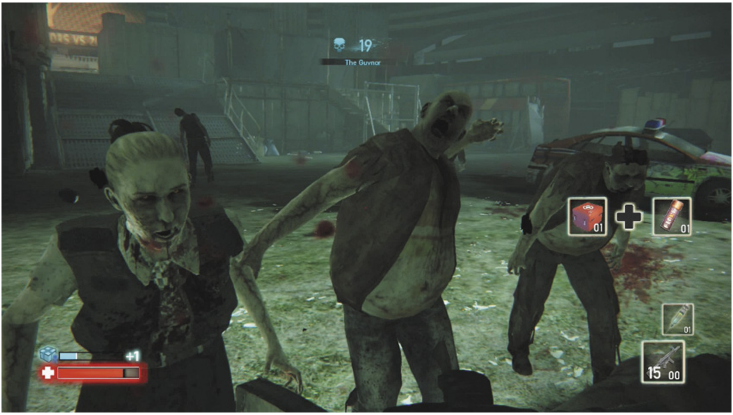
This bloody, grassy area offers a number of benefits, despite not having the height advantage. There are three large obstacles, perfect for herding zombies around (and,say, into a mine trap). There are also some wide-open escape routes; both large ramps and the passageways around the perimeter mean there's always an escape option.

[B] // COP CAR ROW


3
Bricktop
Magnum Ammo x9
Magnum Pistol
01
01
09
09

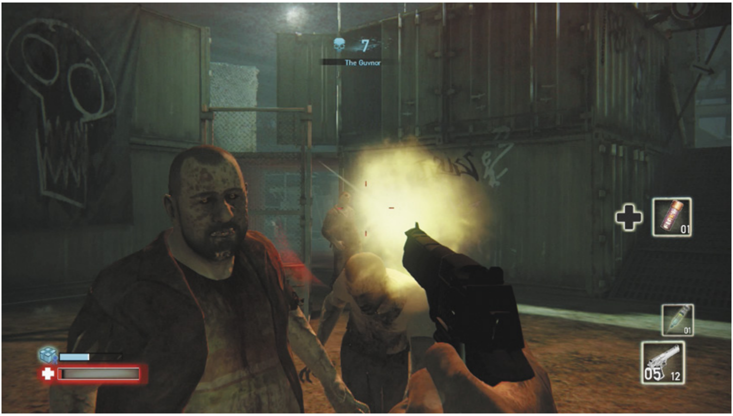
This area is more elongated and stretches from the police car at the bottom of the ramp all the way around to the ruined London bus. There are numerous locations where the Survivor can double back and rush up the metal ramps to avoid foes below, but mainly there's a long line-of-sight that's helpful for lobbing projectiles or spotting incoming zombies gathering in this locale.

[C] // COP CAR PARK


19
The Guvnor
+1
01
01
01
15
00

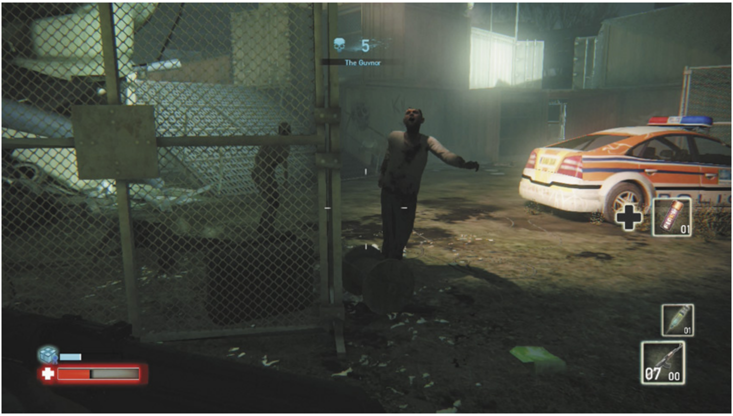
Two police vehicles and a couple of buses (one of which marks the edge of Area 2) allow you further maneuvering around this vaguely circular perimeter. By the bus are two entrances, one of which requires you to slide under; this can be a problem if there's a zombie on your tail. Long distances allow short- and long-range combat. Watch for Infected placed along the entrance the Survivor doesn't run along.

[D] // TAXICAB ALLEY


7
The Guvnor
01
01
05 12

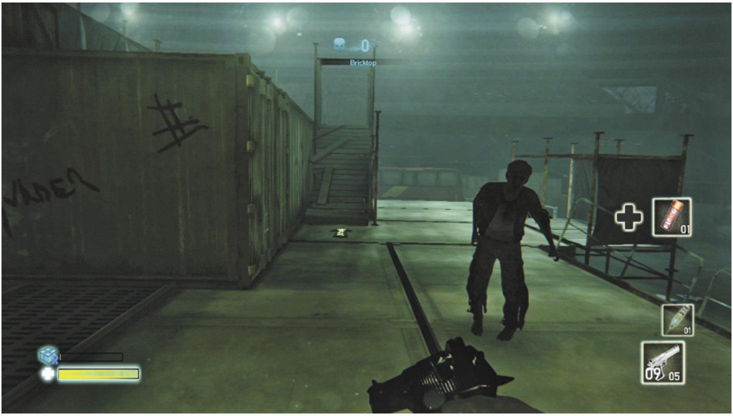
Although all of the perimeter locations offer excellent access to the raised middle section of this map, the Survivor needs to be more careful in this area, simply because the ground entrances are so narrow. The container alleys to the parked taxi are difficult to fight through. This is a great spot for Boris to set a trap and block a Survivor in; this has fewer escape routes compared to the other areas.

[E] // COP CAR THOROUGHFARE


5
The Guvnor
01
01
07 00

The cop cars are flagged throughout this map so you know how many there are and can differentiate which area you're in. This location is both long and narrow, and although the two chain-link fences make great obstacles to keep you from your zombie foes (and you can fire through them), the way they're angled means there's not much room to move. This is a great place to pass through, but don't stay for long.

[F] // COP CAR PARKING


0
Bricktop
01
01
09 05

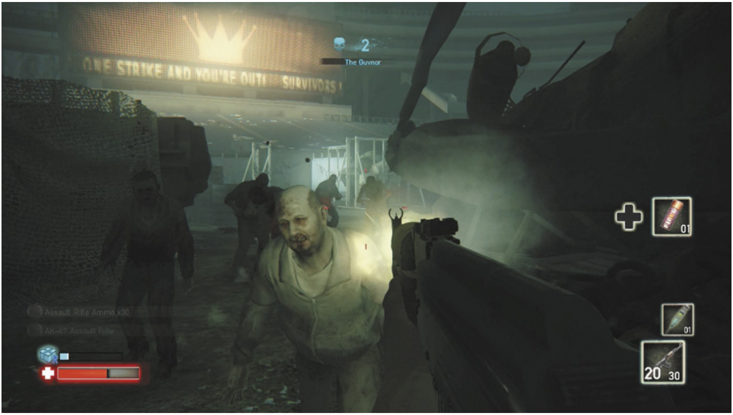
The upper, central area of the stadium features a trio of tagged cop cars, and a section of barricade to slide under (this can get you caught but can also stop foes following you). Adjacent to that is an often overlooked sniper nest—an upper container with a narrow ramp, this can be difficult to navigate but is a possible place to hole up and shoot from. There are at least eight exits; drop off containers or use the numerous ramps. Dart across here so you're unpredictable when making circuits.

Stadium // Notable Tactics

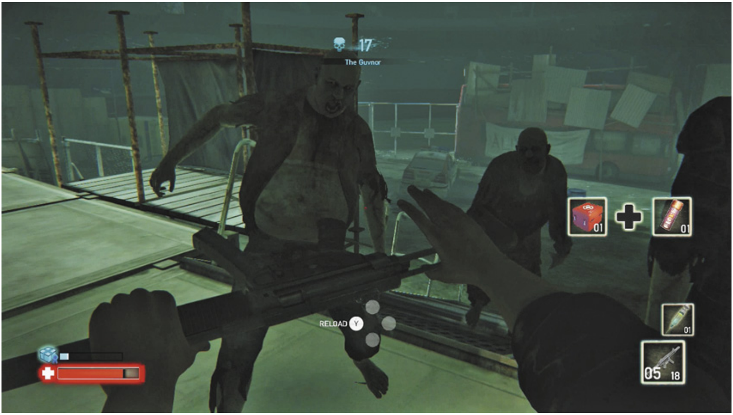
TACTICS // SURVIVOR

The Guvnor
Bricktop
Capturing Flag...
Capture Suspended!
New Flag Initialized
You received a reward!
RELOAD Y
+1
1
01
01
00 16

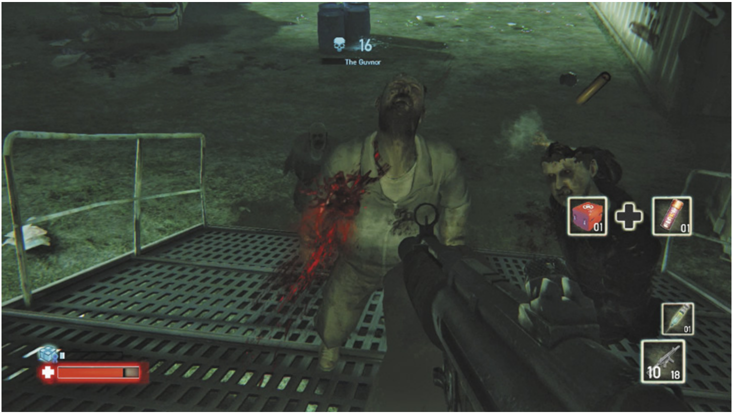
- You should be making a stand or rushing to claim flags along Areas 2 and 3, mainly because of the options you have in terms of movement: Aside from the escape ramps up to the top containers in the middle, there's the thoroughfares on either side of the bus, which you can move between to keep your foes on their toes [1].


ONE STRIKE AND YOU'RE OUT! SURVIVORS!
2
The Guvnor
01
Assault Rifle Ammo x30
AK-47 Assault Rifle
01
20 30

- Conversely, Area 5 isn't somewhere to frequent; it's too narrow to remain here for long without being overrun, and there are fewer escape opportunities. Run for any pickup items here before heading for a wider area [2].

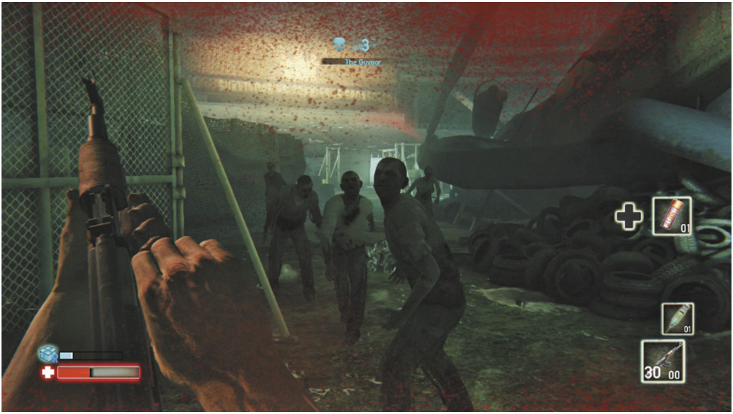

17
The Guvnor
01
01
RELOAD
Y
01
05 18

- Don't overlook the central container area (Area 6), with its numerous escape routes. Dropping off containers, sliding under the barricade at one end, and ascending to the sniper area all means your foes have a more difficult time catching you [3].

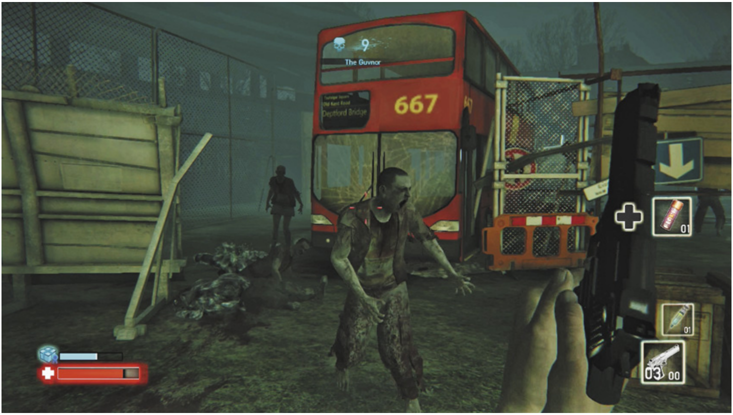

16
The Guvnor
01
01
01
10 18

- Stalk foes from the central area, lobbing down projectiles or charging down to execute close-range headshots before backing up again. This is preferable to sniping, as you'll be swarmed too easily [4].

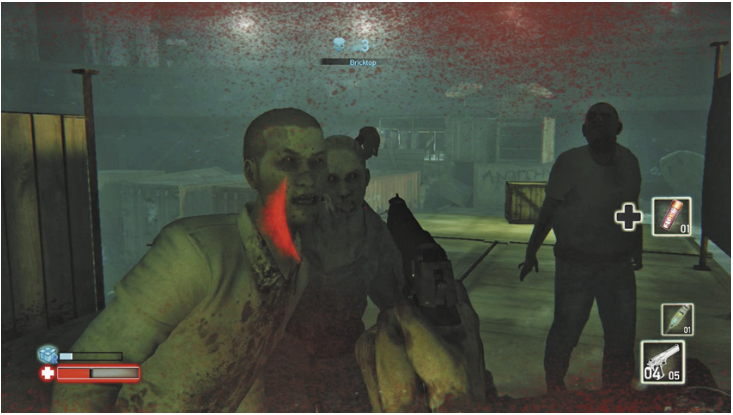
TACTICS // KING OF ZOMBIES


3
The Guvnor
01
01
30 00

- Force your Survivor foe away from the larger expanses of grass and down narrow thoroughfares in order to trap them. Wait for your foe to stop moving, judge where he is likely to move next, and trap him between two advancing hordes [1].


9
The Guvnor
667
Deptford Bridge
01
01
03 00

- There are several areas where you can position zombies to surprise your foe: behind the more bulky protruding wreckage and on the parallel path near the bus. Wait for your foe should they try to slide under the barricade on the containers [2].


3
Bricktop
01
01
04 05

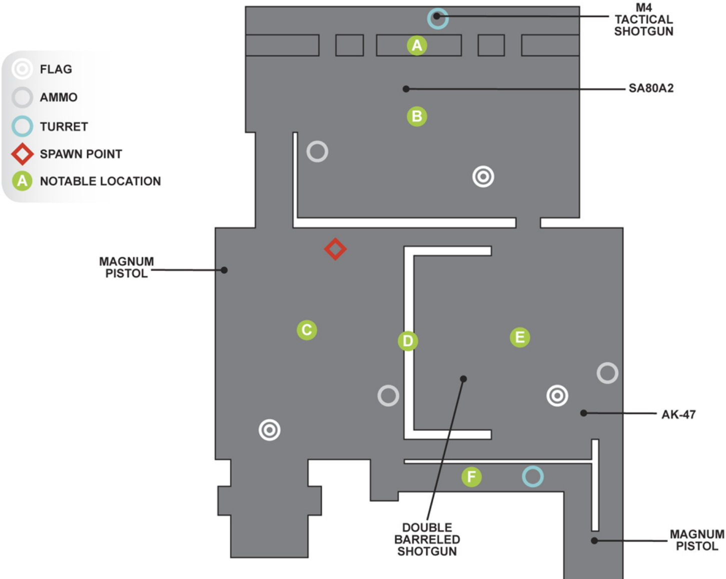
- The narrower the area, the better for you. Herd your enemy toward Area 4 or up onto the sniper nest via the narrow ramp atop the containers. Then spawn as many foes in different directions and make your foe pay for this positioning mistake [3].

19
The Guvnor
MP5 SD Sub-Machine Gun
01
01
01
01

- The perception of unmanageable odds is important here; if your foe is in a wide space, drop foes just far enough away so it takes multiple shots to take each down but positioned on all escape routes. Then reinforce behind and in front when your foe chooses which way to run [4].

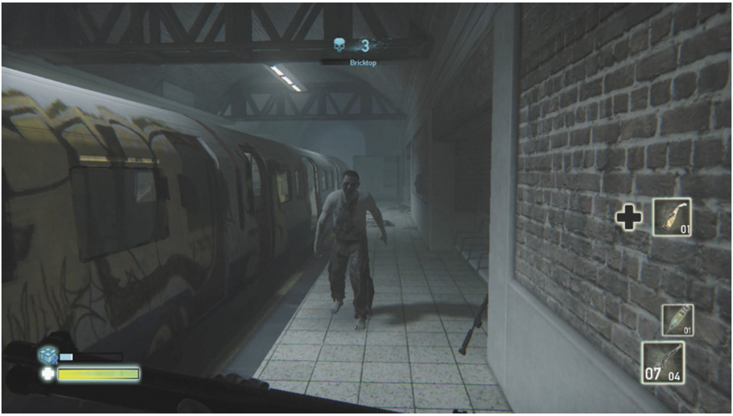
Map // Metro

Ladies and gentlemen, we do apologize for the delay to your service. This is due to the complete breakdown of society.


FLAG
AMMO
TURRET
SPAWN POINT
NOTABLE LOCATION
A
M4 TACTICAL SHOTGUN
SA80A2
A
B
MAGNUM PISTOL
C
D
E
AK-47
F
DOUBLE BARRELED SHOTGUN
MAGNUM PISTOL

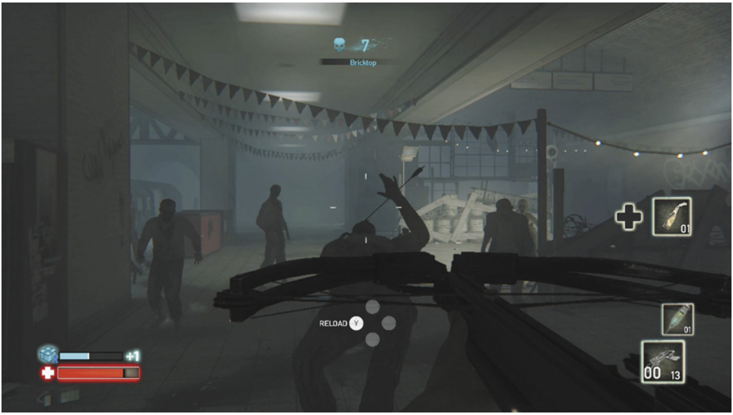
Metro // Notable Locations

[A] // TUBE TRAIN


3
Bricktop
01
01
07
04

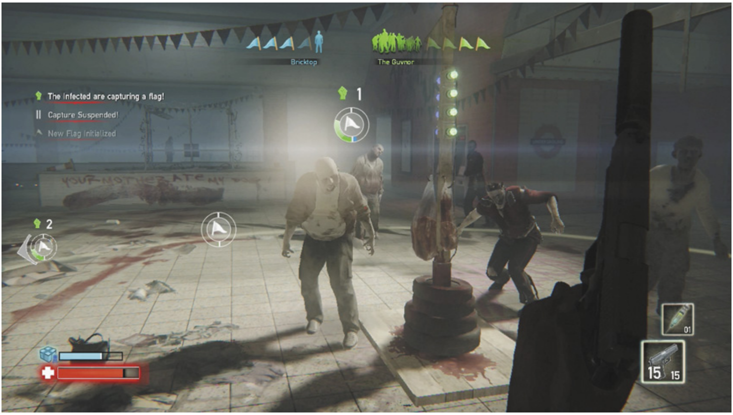
This isn't often visited, and with a good reason: it's extremely narrow and offers too many opportunities for Boris to spawn foes to block a Survivor in on either the tube train's exits or the narrow platform lip on the opposite side to Area 2. However, this is a good route to take to snarl up zombies who are chasing you; it's not a good idea to make a final stand here, though.

[B] // TUBE PLATFORM


7
Bricktop
01
RELOAD
Y
+1
01
00
13

There's a huge amount of open space, pockmarked with barricades, pillars, and other piles; this helps both the Survivor (who can dodge and weave, shaking off attackers) and Boris (who can place foes behind obstacles to scare and surprise). This offers quick access up to Area 3 (via a staircase you can dodge zombies on) and to Areas 1 and 5. There's a sectioned-off area with a smashed drinks dispenser too—another place for dodging or spawning.

[C] // UPPER MEZZANINE


The Infected are capturing a flag!

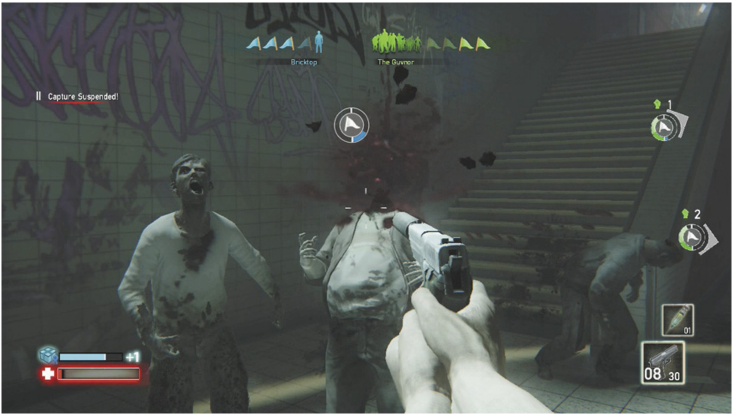
Capture Suspended!

New Flag Initialized

Bricktop
The Guvnor
1
2
01
15 15

This is one of the preferred places for a Survivor to make a stand and for good reasons: There's a huge, open area to move about in, marked with a few corners you can race to (so you aren't outflanked) and five exits (to Areas 2, 4, and 6); this means escape is always an option. There's a long barricade to dodge around, seats to fire over, and numerous places to set traps.

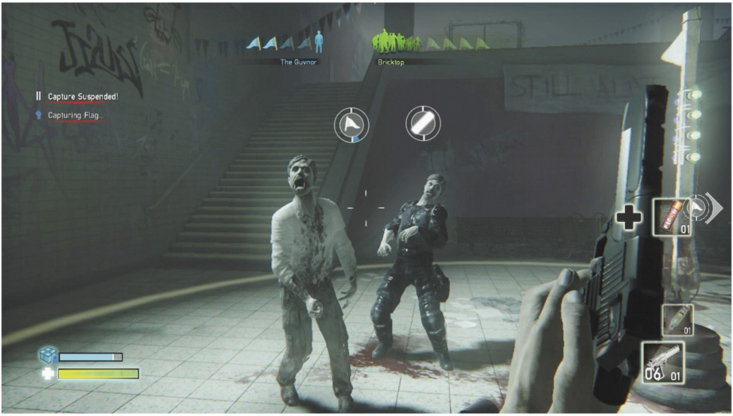
[D] // CONNECTING STAIRS


Capture Suspended!

Bricktop
The Guvnor
1
2
+1
01
08 30

It's important to learn all the connecting spots between Areas 3 and 5 (and to a lesser extent, 6). First, there are stairs on either side. Second, there's a break in the wall, flagged by fairy lights, that enables a Survivor to drop down to Area 5: Fall on the pile of scenery, or you'll take damage! Don't forget the access to Area 6, too. Varying your routes here keeps those zombies from swarming!

[E] // LOWER MEZZANINE



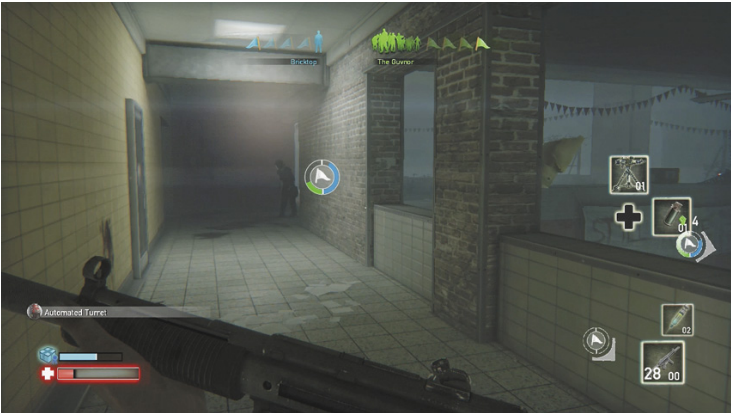
Capture Suspended!

Capturing Flag...

The Guvnor
Bricktop
01
01
06 01

Remember that you can fire down on foes from Area 4. This is another huge area, although it isn't quite as open as Area 4; there's some chain-link fencing you need to navigate, which sections parts of this off. With four exits, this is difficult to guard for Boris, but the Survivor shouldn't feel safe either, as you can get caught backing onto the scenery or fencing: Fire over the seating and choose a fresh escape route.

[F] // BACK BALCONY

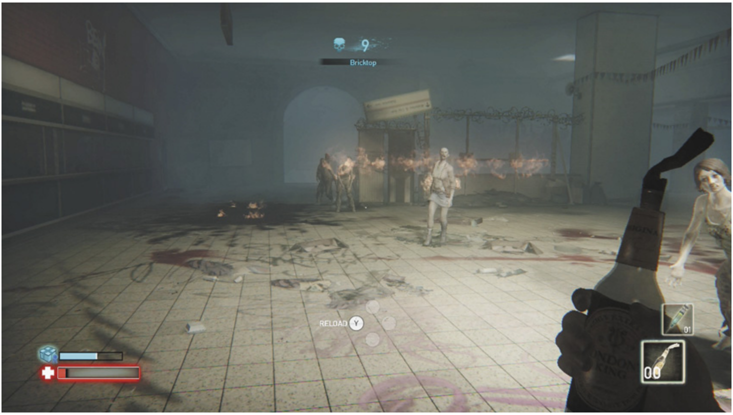


Bricktop
The Guvnor
Automated Turret
01
01
4
02
28 00

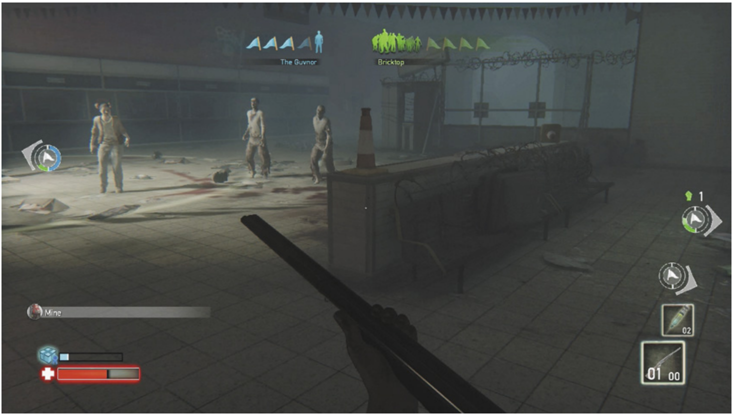
If a Survivor has a gaggle of undead following them, set down a mine here or try to trap them as they exit onto Area 3. It's also a place a Survivor can be overrun pretty quickly, so it's not a place to make a final stand. Dash here when numerous foes are following you elsewhere on this map. Boris can easily spawn zombies at the two exits, which can be a problem for Survivors.

Metro // Notable Tactics

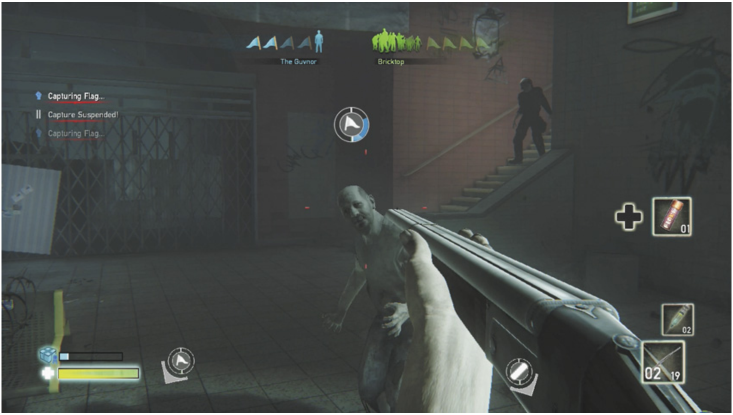
TACTICS // SURVIVOR


9
Bricktop
RELOAD Y
01
00

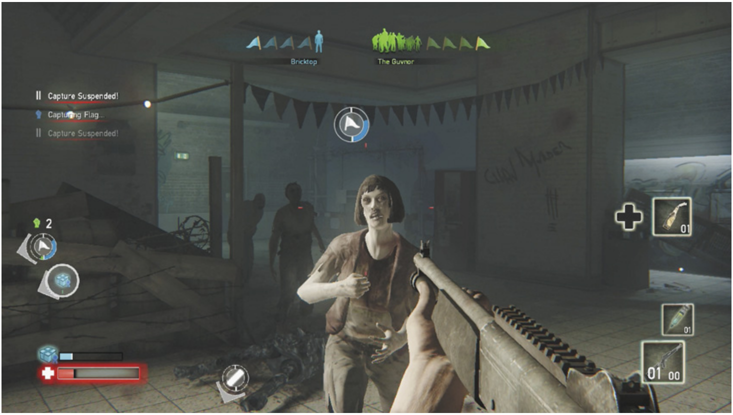
- The Upper Mezzanine is usually the place to make a stand. Try the corner near the large stairs, then move to the other end, into the covered ticketing area past the flag zone. With swift looking left and right, you'll be able to react to any incoming foe [1].


The Guvnor
Bricktop
1
Mine
02
01 00

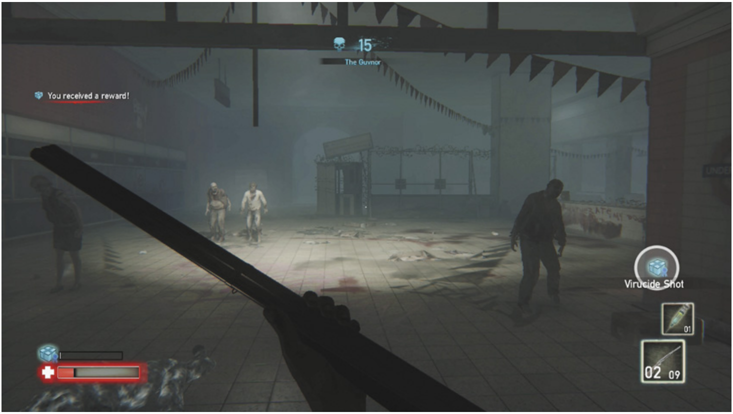
- The long barricade and the high ceilings make it possible to dodge even the most powerful zombie types as the match progresses, and attack with any and every item at your disposal [2].


The Guvnor
Bricktop
Capturing Flag...
Capture Suspended!
Capturing Flag...
01
02
02 19

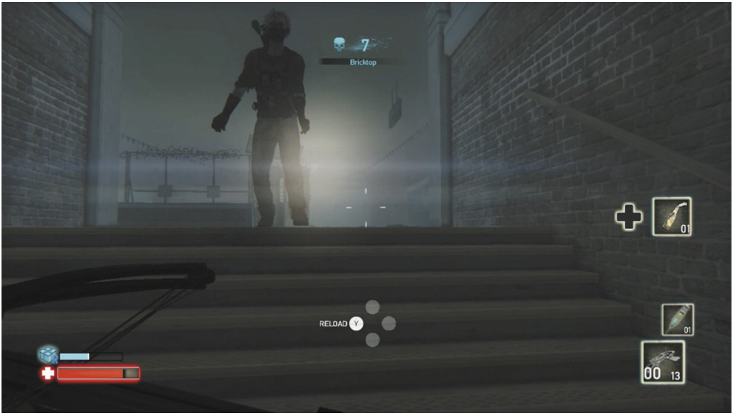
- Vary your routes between the Upper and Lower Mezzanines, and don't stay in these large areas exclusively. Boris soon gets wise to your plan of enjoying wide-open spaces and will attempt to surround you. When this starts to become overwhelming, head into the platform or balcony to narrow the openings your enemy can attack you from [3].


Bricktop
The Guvnor
Capture Suspended!
Capturing Flag...
Capture Suspended!
2
01
01
01 00

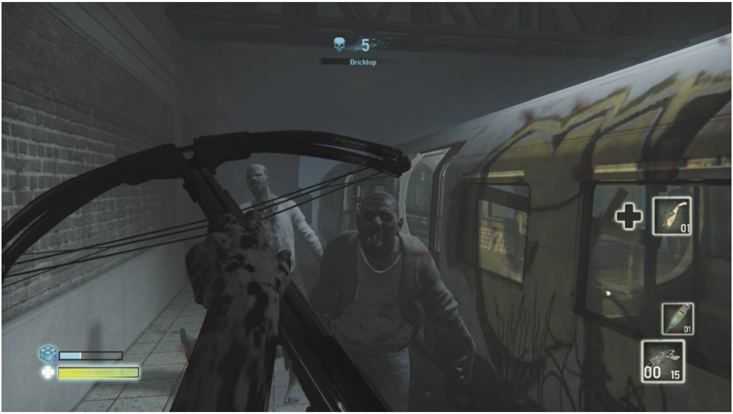
- Both the balcony and the narrow platform by the tube is a place where you can cut down multiple foes in a line, without spinning left and right. But it's usually the site of a failed stand too; these areas are easily compromised. Jog on, into wider locales [4].


15
The Guvnor
You received a reward!
Virucide Shot
01
02 09

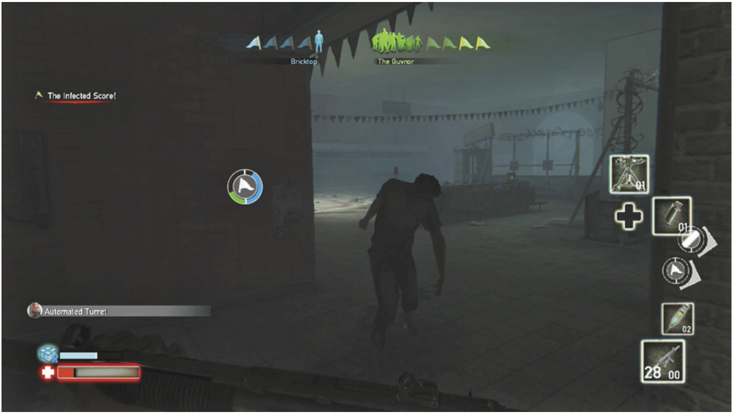
- If your foe's in a wider area, try to position your minions at opposing sides so your foe has to spin and aim. Your plan here is to wear the Survivor down. Try a mixture of close and far positioning; when the Survivor moves to get a closer shot, plop a new foe right behind them [1]!


7
Bricktop
01
RELOAD Y
01
00 13

- Stairwells are great places to freak out a Survivor! When your enemy finally tries to make a break for it, place foes at the top and bottom, forcing the Survivor to fight through them and sustain damage [2].


5
Bricktop
01
01
00 15

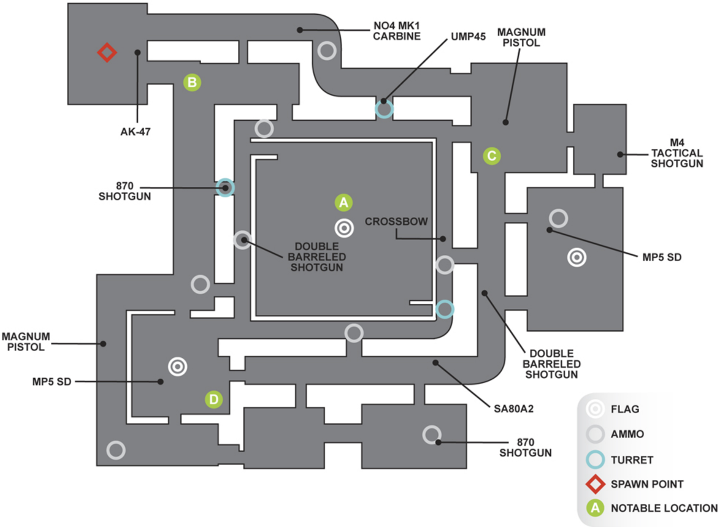
- If you can, try and "herd" your Survivor foe up into the tube train, and then spawn everything you have in this area, ensuring your enemy dies trying to escape from this very wrong turn [3]!


Bricktop
The Guvnor
The Infected Score!
Automated Turret
01
01
02
28 00

- If your foe heads to the balcony area, they have only two ways out. Drop in a foe to get your enemy to move, and then spawn multiple foes to trap them on the stairs to Area 5 or the entrance to Area 3 [4].

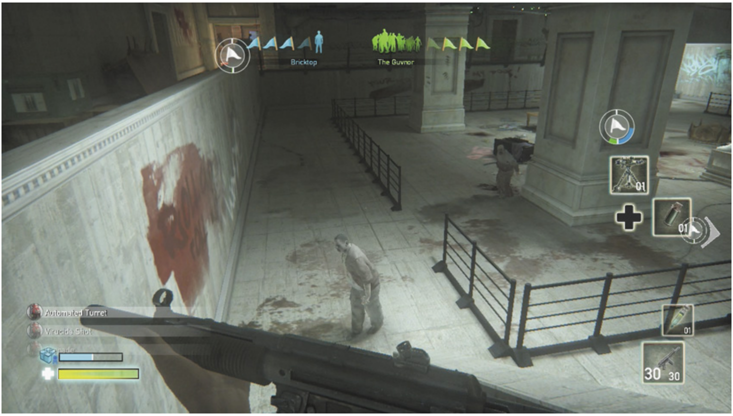
Map // Bunker

An extended stay at Her Majesty's pleasure? Not now; these bunkers are the property of King Boris. Long may he reign!

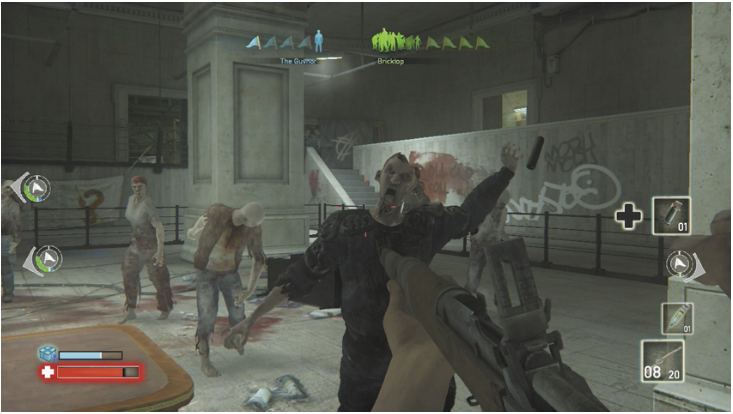

NO4 MK1 CARBINE
UMP45
MAGNUM PISTOL
AK-47
B
C
M4 TACTICAL SHOTGUN
870 SHOTGUN
A
CROSSBOW
DOUBLE BARRELED SHOTGUN
MP5 SD
DOUBLE BARRELED SHOTGUN
MAGNUM PISTOL
MP5 SD
D
SA80A2
870 SHOTGUN
FLAG
AMMO
TURRET
SPAWN POINT
NOTABLE LOCATION

Bunker // Notable Locations

[A] // CENTRAL COURTYARD

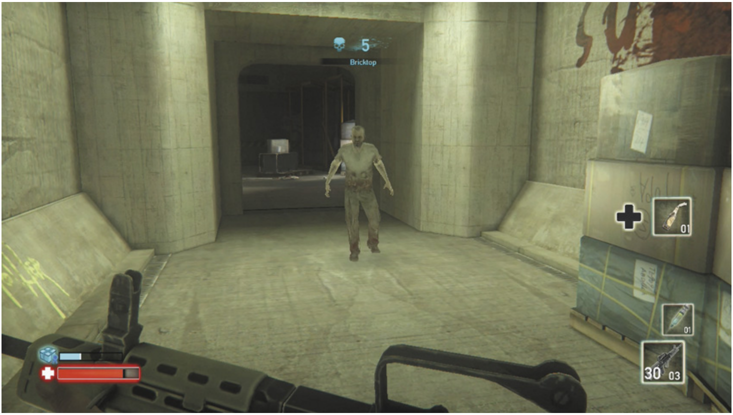

Bricktop
The Guvnor
01
01
Automated Turret
Virucide Shot
01
30 30

All roads lead to and from this central point, via the surrounding balcony. This is a favorite place for holding up as the Survivor has the benefits of a large open space in the lower-middle section of this area and the (slight) protection of the four large pillars and the railings, which forces the Infected through narrow openings; this is perfect for mines or projectile attacks. You can really do damage against Boris's minions in this area.

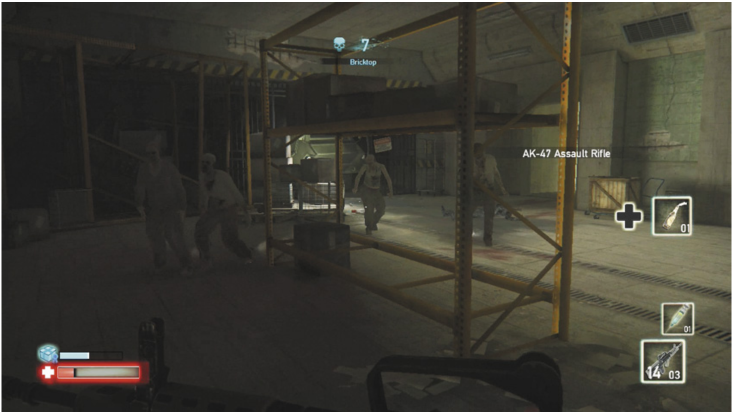

The Guvnor
Bricktop
01
01
08 20

Up on the balcony, the situation is much more fraught for the Survivor. King Boris's favorite trick is to insert foes at each end of a balcony section and at the opening into an adjacent corridor (part of one of the other three areas). It's not long before you're fighting on a very narrow area against multiple swarming foes. So it's wise to spend as little time as possible on the balcony, if you're the Survivor.

[B] // GARAGE STORAGE

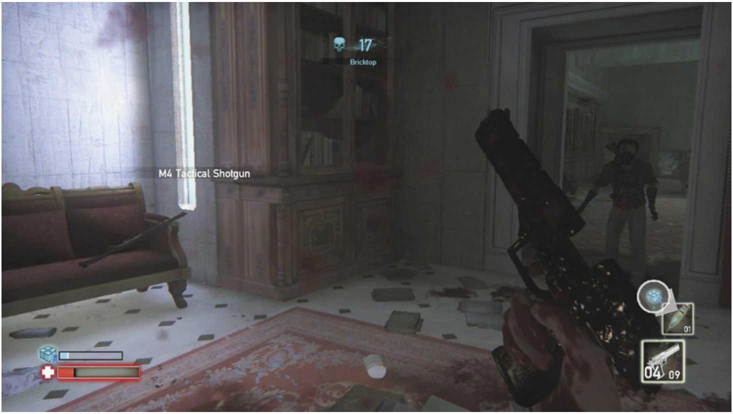

5
Bricktop
01
01
30 03

This area comprises the large L-shaped corridor, a second connecting corridor leading to and from Area 4, and the large storage chamber making up one corner of this map. The L-shaped corridor itself is extremely long, and with scattered crates, this can be a perfect spot to lay a mine but also to get trapped in. The smaller connecting corridor offers good transitional access, but it's easy to be surrounded and has fewer exits than the rest of this area.


7
Bricktop
AK-47 Assault Rifle
01
01
14 03

The garage storage room is wide and features some yellow metal shelving to dart behind and fight from, although there's the ever-present problem of being flanked from either side. The Survivor should be using all obstacles to create distance between them and the zombies; there are plenty of pallets trolleys and crates to dodge around. Conversely, these can be where Boris spawns his minions.

[C] // FORMAL CHAMBERS


17
Bricktop
M4 Tactical Shotgun
01
04 09

This area is easily segmented in your mind if you look down at the red carpet that runs through the corridors and two of the three formal chambers on this side of the map. The L-shaped corridor offers good access to Area 4, while the snaking corridor gets you quickly into Area 2; both are dangerous to stay in, as they can become crowded very quickly. Use the upturned furniture as you try to take down incursions, before moving to a wider chamber.

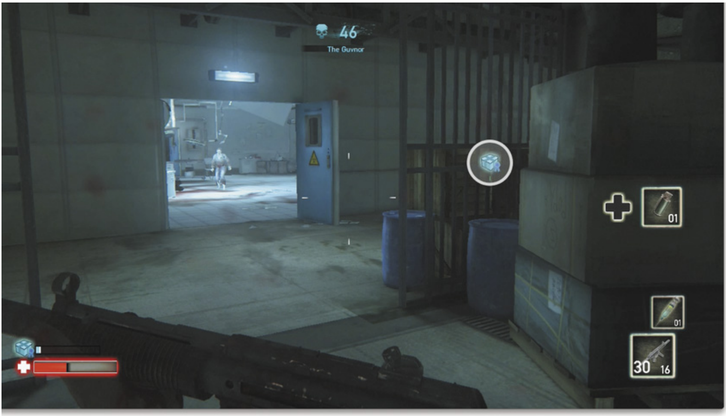
32
The Guvnor
Double Damage Ended!
You received a reward!
Magnum Ammo x2
Magnum Pistol
+1
01
01
07 09

The giant library (bathed in blue, with the map of London) with the huge table and other smaller barricades is a reasonable place to remain; take up the corner here and you have a great view of all three exits. The formal hall with the rug is simply a place to race through (although a corner hold can also be prudent here, too). The "red room" with the piano has four exits, slightly too many to be really safe for a long time, but you can hold these just like the lab and courtyard.

[D] // LABORATORY AND STORAGE

Bricktop
The Guvnor
Capture Suspended!
Capturing Flag...
1
RELOAD Y
+1
01
01
00 11

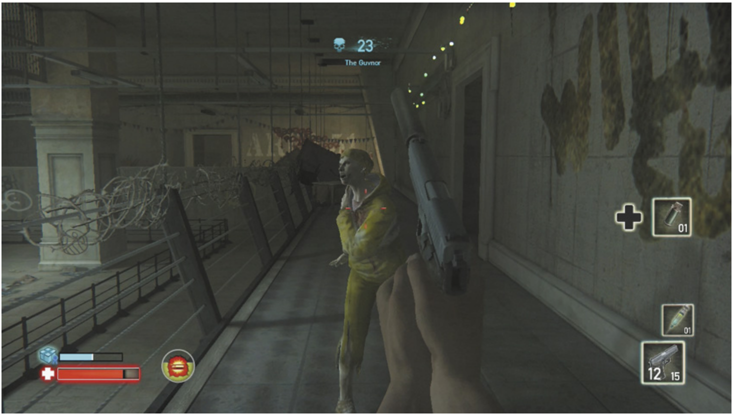
This area comprises the blue-lit laboratory, the U-shaped corridor half surrounding it, and the two small storage rooms connected to the lab and corridor. This mazelike area is actually less confusing once you learn the layout. Competent Survivors can use it to their advantage, dodging into the lab, the storage rooms, and the corridor in random order. All locations are wide enough to have a fighting chance if you become trapped.


46
The Guvnor
01
01
30
16

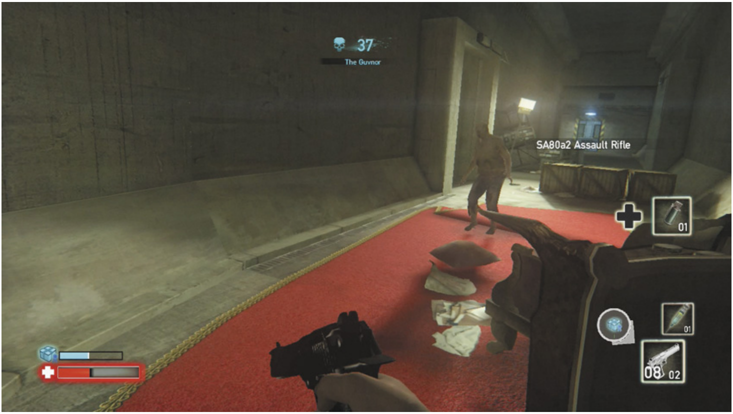
The laboratory has several obstacles for you (or your zombie foes) to become stuck behind, but most are waist-height, allowing you to spray the enemy and still keep them from your warm flesh. The two storage rooms have fewer scenic cover opportunities and are less ideal for holding up in. However, if you're wanting a corner to stand your ground and an exit to flee to when everything gets a little too messy, try one of these two chambers.

Bunker // Notable Tactics

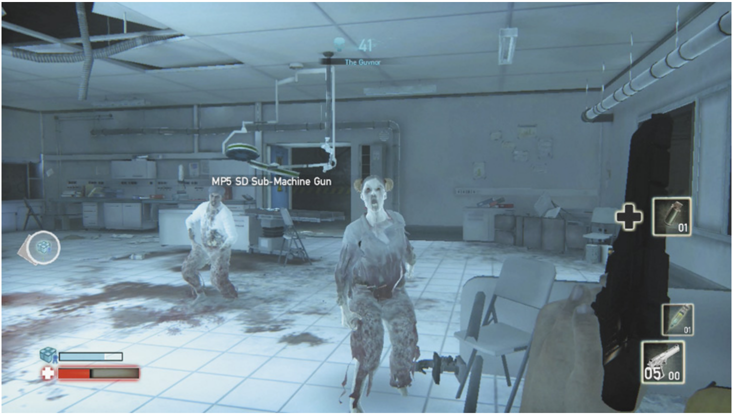
TACTICS // SURVIVOR


23
The Guvnor
01
01
12
15

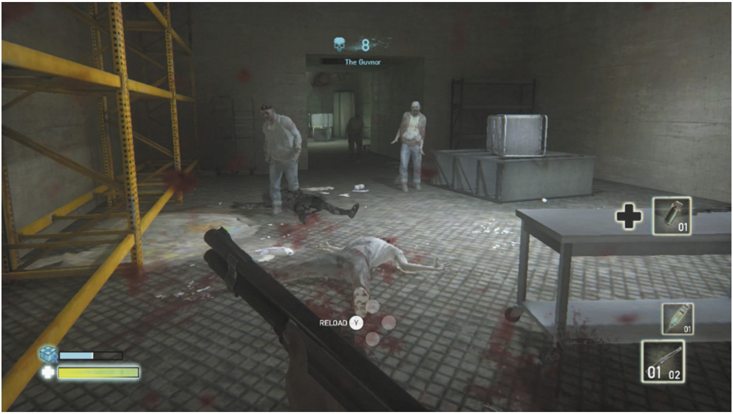
- Improve your score quickly by circling the courtyard balcony. Boris may spawn foes in front of you; simply run to them, decapitate with a headshot, and continue to move. That way, your foe can't slow you down enough to swarm you [1].


37
The Guvnor
SA80a2 Assault Rifle
01
01
08 02

- Your score also rockets if you sprint, run, and maneuver around the map in a random route, faking a step into a room (so Boris spawns foes) and then out in a different direction. Make Boris chase you (and waste zombies in rooms you're far away from in the process) [2].

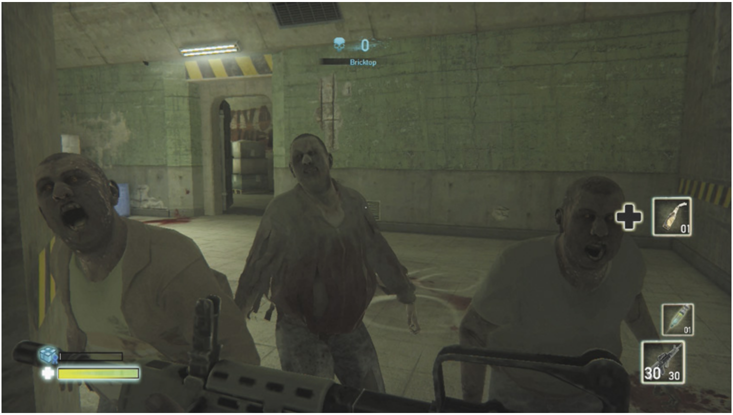

41
The Guvnor
MP5 SD Sub-Machine Gun
01
01
05 00

- So Boris doesn't simply take the loss and remove zombies and respawn them. Slow down from time to time, find a corner with multiple exits nearby (loading up with ammo on the way), and make a stand. With one or two bullets left, make a break for it and start weaving through this map once more [3].

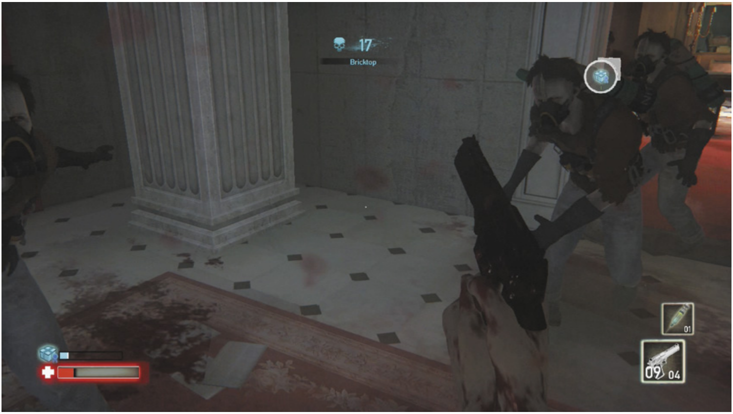

8
The Guvnor
RELOAD Y
01
01
01 02

- This map has several very long corridors (and big rooms) where you can see a huge distance in front of you. Moving down these passages is a great way to run-and-gun, with foes easily spotted in front of you [4].

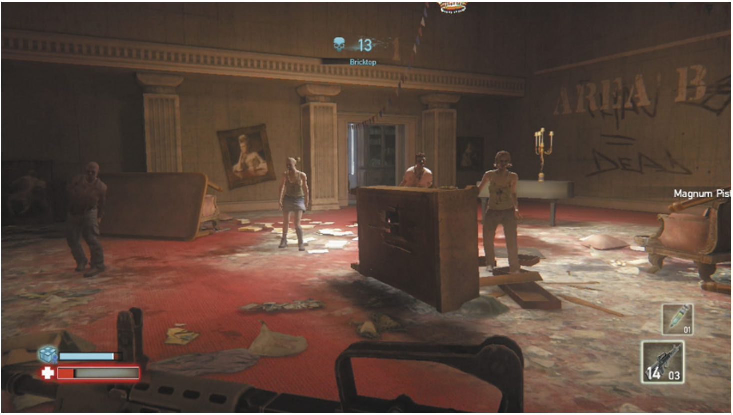
TACTICS // KING OF ZOMBIES


0
Bricktop
01
01
30 30

- When you have the points, it's worth watching your Survivor foe head toward a corridor doorway and then drop three foes in front of them. When they turn back, insert another foe behind, and sandwich them as soon as possible [1].


17
Bricktop
01
09 04

- As the Survivor heads into a corner, spawn a foe in their line-of-sight so they concentrate on that. But in reality, you should spawn two or three other zombies to the side, to flank your foe before they realize it [2]!


13
Bricktop
Magnum Pist
01
14 03

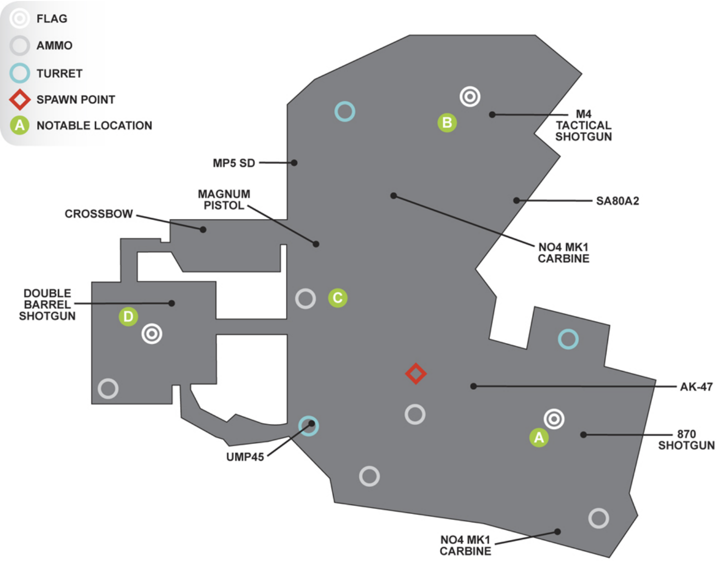
- Positioning of your undead forces is more important here than normal, as the map is so sprawling. Predict which room the Survivor will race into, and have a foe or two waiting for them. Put foes just after doorways, so a Survivor spots them only after entering and can't double back thanks to the zombies chasing him [3].

Bricktop
The Guvnor
Capture Suspended!
Capturing Flag...
1
01
01
05 14

- This is the biggest of the maps, so it's easy for your Survivor foe to tackle one or two foes at once. It's actually better strategy to wait until you can spawn four foes at once, usually in front of the enemy so they slow down or try to find a different route. Then try to swarm them [4]!

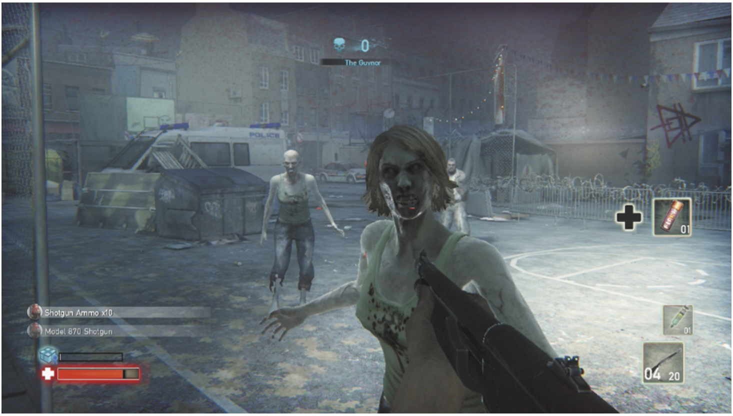
Map // Brick Lane

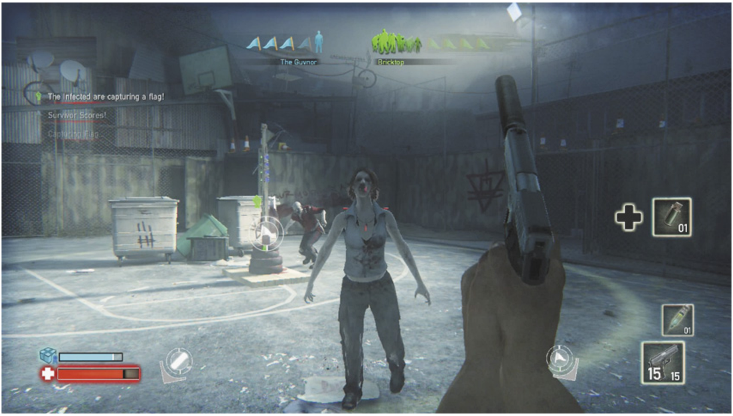
This place is a shambles with trash everywhere, and the locals are sunken-eyed and violent. And that's before the Blight...


FLAG
AMMO
TURRET
SPAWN POINT
A NOTABLE LOCATION
M4 TACTICAL SHOTGUN
B
MP5 SD
MAGNUM PISTOL
CROSSBOW
SA80A2
NO4 MK1 CARBINE
C
DOUBLE BARREL SHOTGUN
D
AK-47
870 SHOTGUN
A
UMP45
NO4 MK1 CARBINE

Brick Lane // Notable Locations

[A] // BASKETBALL COURT

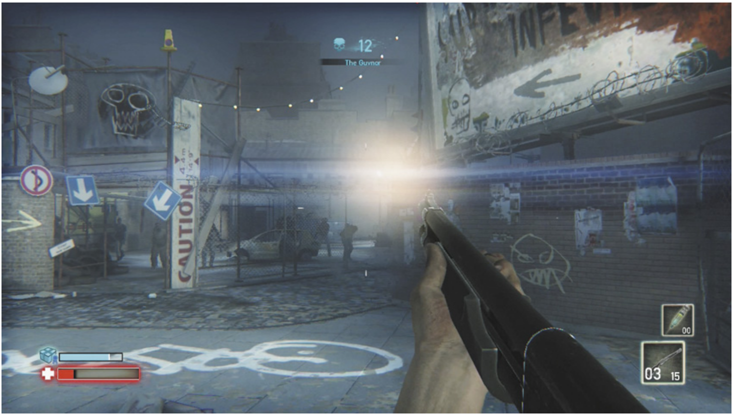

0
The Guvnor
Shotgun Ammo x10
Model 870 Shotgun
01
01
04 20

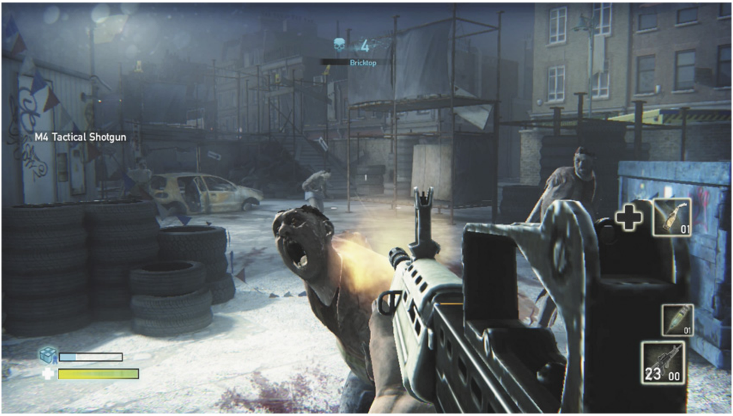

The Guvnor
Bricktop
The Infected are capturing a flag!
Survivor Scores!
Capturing Flag...
01
01
15 15

A great place to dash about in, using the low cover to fire over to keep the zombies at bay. This area has a side road that's rarely used but is a good alternative method of reaching Areas 3 and 4. Unlike the other maps, this is more of a natural environment, with wider openings between areas, and the court has access in four different directions, all ending up close to the Main Road.

The police van and army troop carrier parked on the court and in the street, the containers, and the wire fencing near the van are all obstacles the Survivor can use to his advantage, dodging incoming attacks and luring foes into a trap (such as a mine at an exit). There's more than enough room to circle-strafe, flee from Explosive Hunters, and live to tell about it.

[B] // THE KNACKER'S YARD

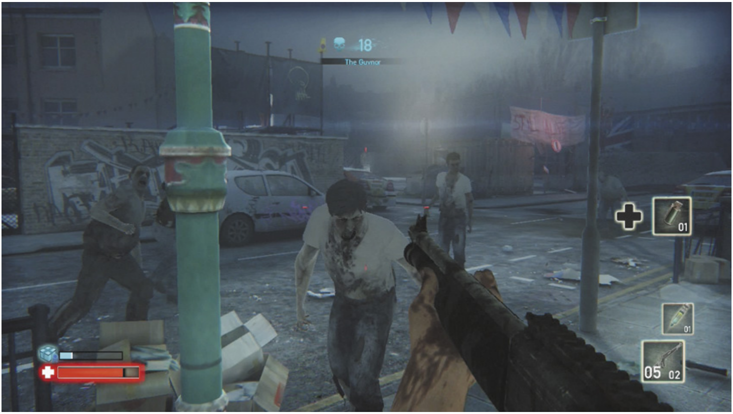

12
The Guvnor
CAUTION
00
03 15

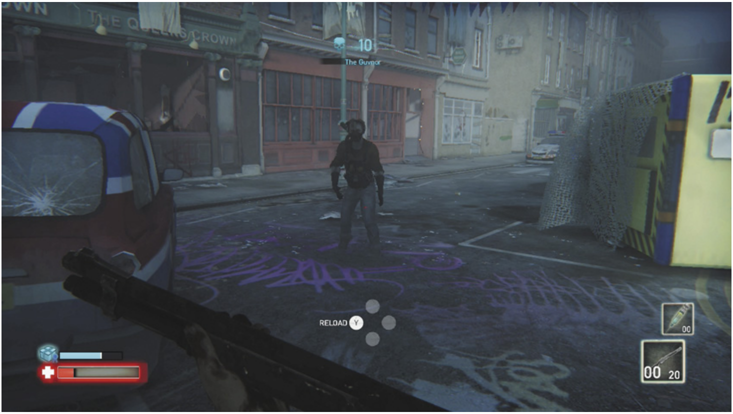

4
Bricktop
M4 Tactical Shotgun
01
01
23 00

This yard has several large areas of cover, such as the Dumpster and tire stack and an alleyway offering easy access back to Areas 1 and 3. There's openings along the wall into the Main Road, as well as a ramp to an upper lookout area, which is another way to avoid zombies; it isn't a good place to remain, as you need large open spaces to move rather than narrow ramps that zombies can still climb.

The edges of the Main Road and entrances to Area 2 (via the broken wall or side alley) can be problematic if you're trying to avoid cunningly placed enemies, as there are a few blind corners to worry about. There's also the largest collection of scenic objects to use as cover, dodging around them and away from mauling hands. If you're the Survivor, don't get stuck with foes on both sides of you!

[C] // MAIN ROAD

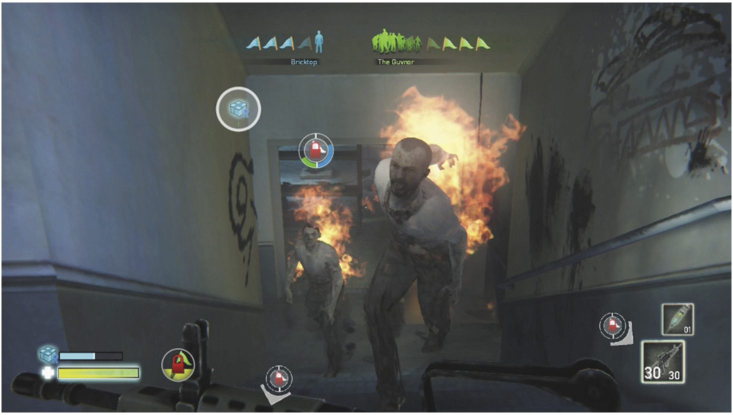

18
The Guvnor
01
01
05 02

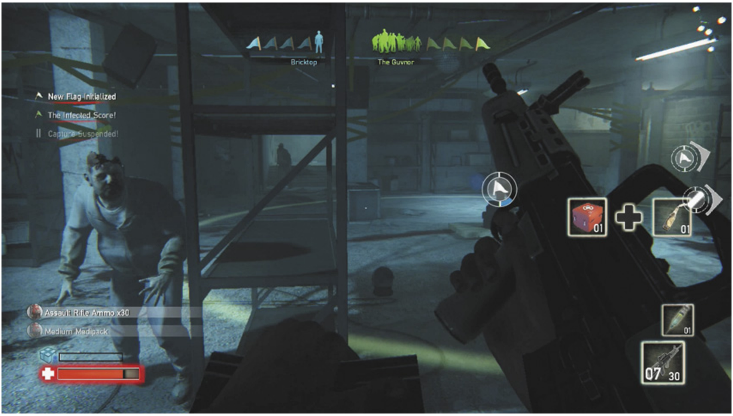

THE QUEENS CROWN
10
The Guvnor
RELOAD Y
00
00 20

All the way from the broken bus to the abandoned taxi, this Area segments Area 4 from the other locations and offers exceptional line-of-sight opportunities. The fact this giant corridor is so long and has access to all the other Areas on this map makes it easier to survive; you can sprint as far along the road as you can, then turn and lob a grenade, Molotov, or try some longer-range attacks (with the crossbow, for example).

Use the taxi and other parked vehicles along this open expanse to strafe around, keeping foes at bay. The sidewalk (pavement) is another area to inspect, as you can quickly vault over the railings, moving out of reach in a pinch. Usually though, lead your zombie foes into the street, and pick them off in less frantic circumstances; there's always an escape route to take.

[D] // ALLEYS AND INTERIORS


Bricktop
The Guvnor
01
30 30

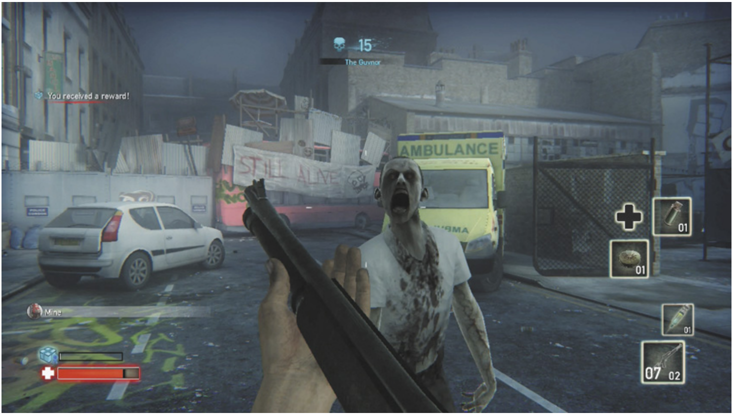

New Flag Initialized
The Infected Score!
Capture Suspended!
Assault Rifle Ammo x30
Medium Medipack
Bricktop
The Guvnor
01
01
01
07 30

From Area 3, there are three entrances to find. One is through the remains of the Queen's Crown pub, the middle entrance is via the shell of a curry house, and the third is down a back alley and into a small, connecting L-shaped basement corridor. All these thoroughfares meet in a cellar storage room, which is full of clutter but also opportunities for murder and mayhem!

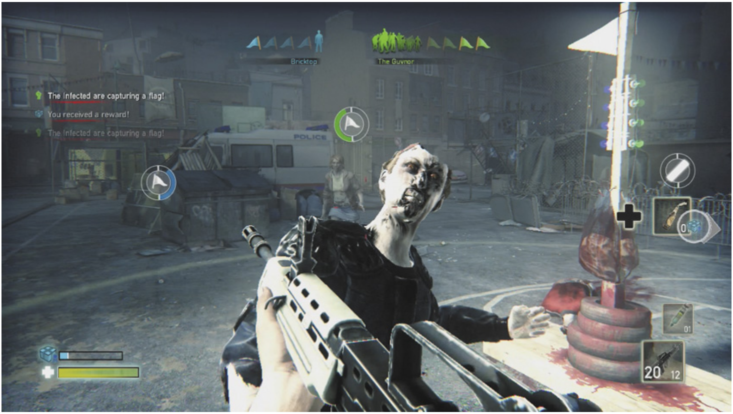
If a Survivor heads down into the cellar storage room, the usual practice is to flick between the three entrances from the back of the room and demolish anything shambling into view. The enclosed nature of this area makes escaping a little more tricky, but the pillars and shelving allows you time to reload, restock, or heal as you continue to survive as long as you can.

Brick Lane // Notable Tactics

TACTICS // SURVIVOR


You received a reward!

15
The Guvnor
AMBULANCE
STILL ALIVE
Mine
01
01
01
07 02


The Infected are capturing a flag!

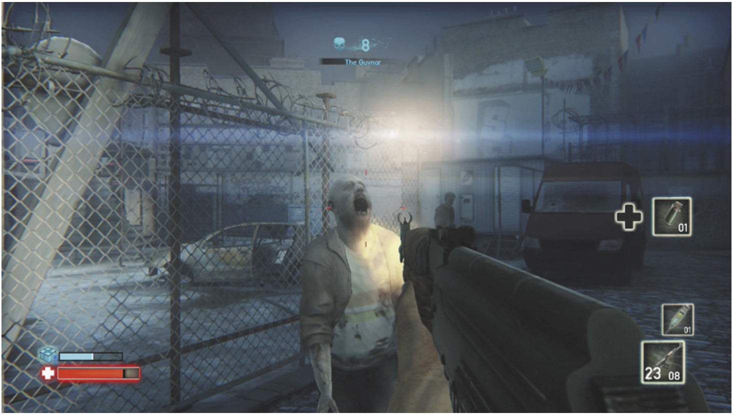
You received a reward!

The Infected are capturing a flag!

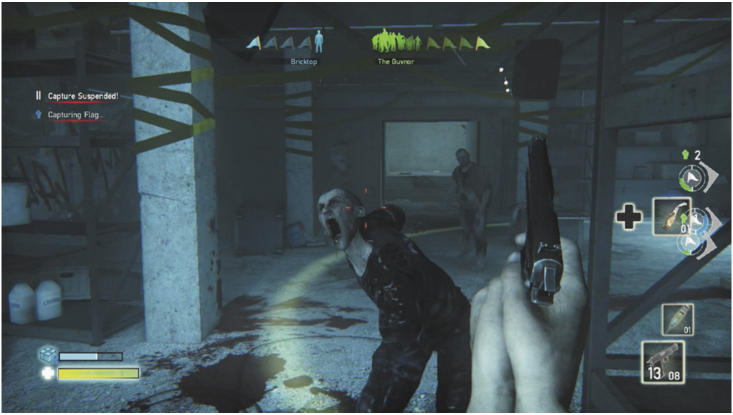
Bricktop
The Guvnor
POLICE
01
20 12

- When you're on the Main Road, the usual maneuver is to step to a zombie, blast it once with a weapon that removes its head with a single shot, and move forward so the inevitable zombies spawned behind you don't catch up [1].

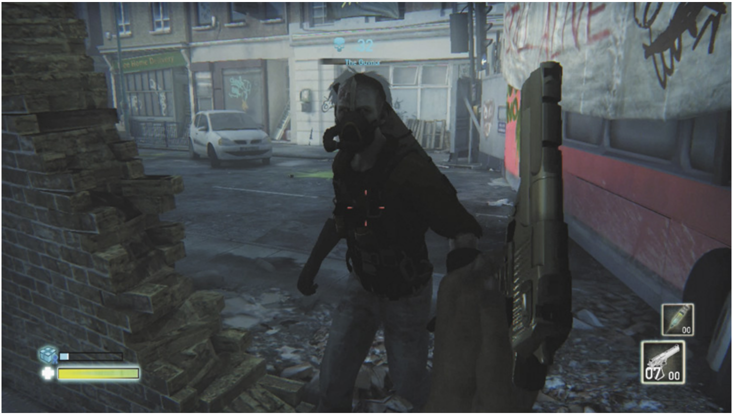
- The basketball court is such a large area that you can sit in a corner and plug away at foes, or race up to them, drop them with a headshot, and keep moving. Spitters are likely to be a problem, as you're really open to their attack; head to cover behind the containers or van before tackling them at closer quarters [2].


8
The Guvnor
01
01
23 08

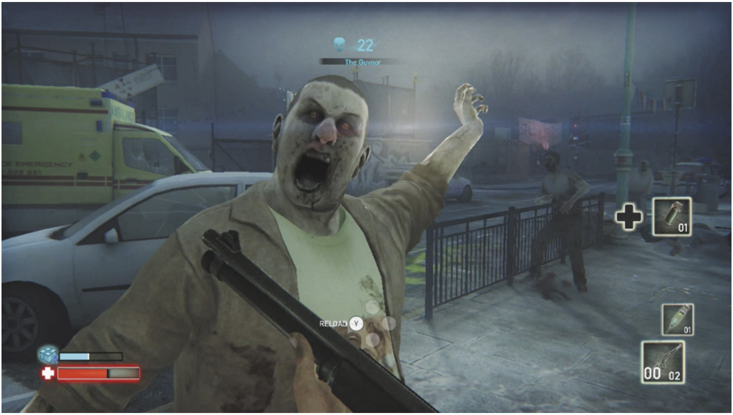
- There's numerous places to hide in the Knackers Yard, as long as you keep moving and darting in and out of this Area so Boris doesn't spawn too many foes that you can't handle. The ramped platform is more of an escape route than a sniping nest [3].


Bricktop
The Guvnor
Capture Suspended!
Capturing Flag...
2
01
01
13 08

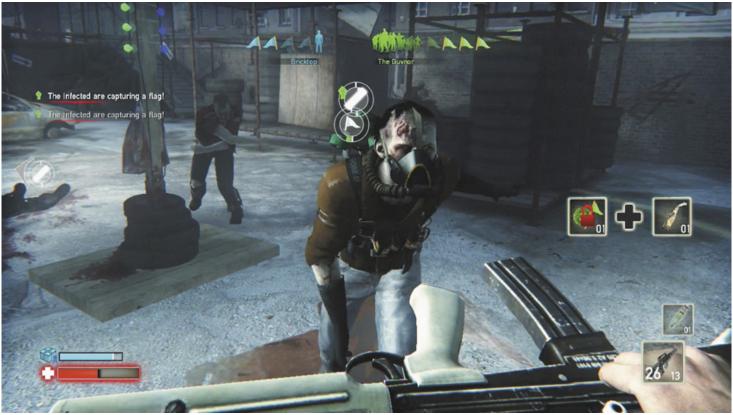
- The cellar storage area can be a trap if you entered the area with limited ammunition. Be sure both weapons are close to capacity, as the defensive nature of plugging zombies coming from the three entrances is sound. Make your move to grab ammo during a lull in the massacring [4].


22
The Guvnor
00
07 00

- Although there’s several wide-open spaces so your forces are easily spotted, there are more occasions to give the Survivor a target to shoot in front of them and then spawn foes out of their line-of-sight that can outflank them [1].


22
The Guvnor
01
RELOAD Y
01
00 02

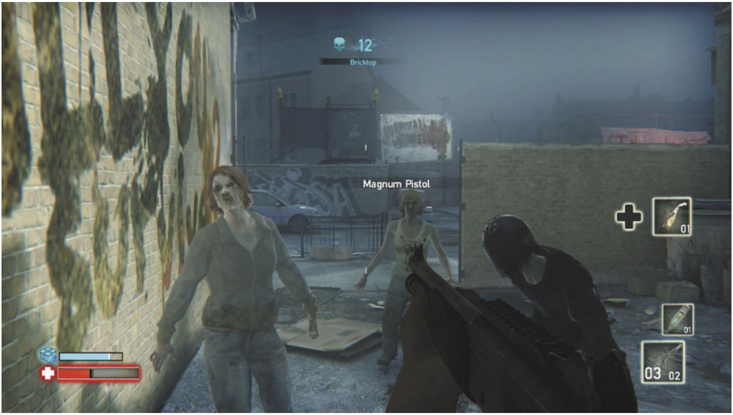
- Sometimes, less is more. Your enemy might be tearing your forces apart on the Main Road, so stop spawning enemies the Survivor can easily take down. Instead, watch for your foe to head to a location with blind corners (such as the alley of Area 4, or the brick wall near the bus), and plant a zombie friend (an explosive one is especially nasty) to surprise them [2]!



The Infected are capturing a flag!
The Infected are capturing a flag!

Bricktop
The Guvnor
01
01
01
26 13

- The Knackers Yard is more than enough cover for you to place foes your enemy doesn't see until the last minute. Trapping the enemy here is relatively easy, so herd them here, dropping your minions behind the hut or brick wall [3].



12
Bricktop
Magnum Pistol
01
01
03 02

- Make the most of the alleyway and passages into the cellar storage; these can be narrow trap points that work very well. If your foe decides to make a stand in the cellar, spawn at all the entrances (at random times) and win this war of attrition when the Survivor is out of ammo [4]!